



MEMORY BOOK



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REMEMBER *STAR WARS GALAXIES* ...

Since its release in 1977, *Star Wars*™ has captivated the imaginations of fans the world over. From the first rolling of the end credits, people of all ages have closed their eyes and dreamed of being able to enter the *Star Wars* galaxy and live their own adventures in this galaxy far, far away.

On June 26th, 2003, *Star Wars Galaxies*™ brought that dream and that universe to life as never before. Players from around the world could be their own *Star Wars* character in an online galaxy always filled with others sharing their common love for *Star Wars*.

STAR WARS GALAXIES®

In the eight years since, the *Star Wars Galaxies* players have built a vibrant community, creating enough memories to fill the hyperdrive processor on a Star Destroyer. From the warm sands of Tatooine to fiery Mustafar, from the deep forests of Kashyyyk to the cold emptiness of space, there was something, and someplace, special for everyone. Though this chapter of the *Star Wars* galaxy has come to a close, its memory will always remain with those who walked its planets, who soared between its stars, and who made their homes beneath its virtual suns.

What follows is a humble tribute to *Star Wars Galaxies* and the passionate community who helped create these awesome memories.



TIMELINE

2000
2004

03.16.00 **STAR WARS GALAXIES ANNOUNCEMENT** With the announcement of a *Star Wars* MMO, fan interest immediately sparked the fires of what would become one of the greatest communities in the history of gaming.

06.26.03 **STAR WARS GALAXIES™: AN EMPIRE DIVIDED™** Set just after the destruction of the first Death Star at the Battle of Yavin, *Star Wars Galaxies* brought the *Star Wars* universe to life at the height of the Galactic Empire and the Galactic Civil War. Players were able to adventure with one another as never before in *Star Wars*, travel to classic locations from the movies, meet iconic characters like Luke Skywalker and Darth Vader, and eventually make their homes beneath the stars.

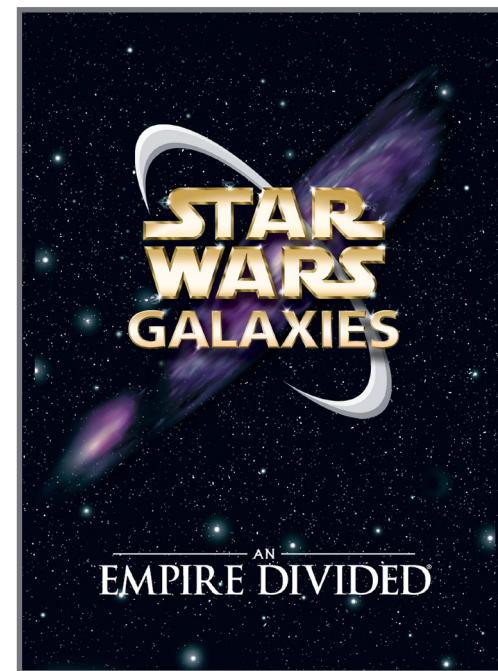
10.08.03 **IMPERIAL RESEARCH FACILITY**

11.07.03 **FIRST JEDI** The first Force-sensitive character slot was unlocked.

11.10.03 **PLAYER CITIES AND MOUNTS** Player Cities and Mounts added the ability to train and ride creatures and own structures that could be incorporated into townships.

04.13.04 **CORELLIAN CORVETTE ADVENTURES** The Corellian Corvette Adventures provided access to space-themed instances where players could battle their way through the pristine white hallways of ships like the Rebel Blockade Runner.

05.25.04 **DEATH WATCH BUNKER** Boba Fett discovered an ancient splinter group of Mandalorian mercenaries known as the Death Watch and the location of their secret base, prompting players to investigate.



TIMELINE



2004
2005

06.29.04 **THE SECRETS OF THE FORCE** In this Jedi revamp, new skills and the Force Ranking System brought out the Light and Dark sides of the Jedi, adding enclaves and pushing Jedi to new heights of power.

08.31.04 **THE JEDI TRIALS** A new method of training brought players new ways to learn the ways of the Force and become Jedi.

10.27.04 **STAR WARS GALAXIES™: JUMP TO LIGHTSPEED™**
The first *Star Wars Galaxies* expansion added space combat, allowing players to declare for their faction and pilot classic *Star Wars* ships into combat. X-wings and TIE fighters roared against each other in intense dogfights over the planets, creating some of the community's most vivid memories. The expansion also added multi-passenger ships and two new species, Sullustans and Ithorians.



02.14.05 **GALACTIC CIVIL WAR** The Galactic Civil War heated up as players fought for control of the planets. The new system added scoring that allowed players to battle for planets and win control of cities for their faction.

03.09.05 **SECRETS OF THE SYREN**

04.27.05 **COMBAT UPGRADE** This upgrade added combat levels and revamped combat systems to be more dynamic.

05.05.05 **STAR WARS GALAXIES™: EPISODE III RAGE OF THE WOOKIEES™** The second *Star Wars Galaxies* expansion saw the addition of the Wookiee home planet, Kashyyyk, and focused on the Wookiees' fight for freedom against Imperial and Trandoshan masters.

05.26.05 **MULTI-PASSENGER VEHICLES**



TIMELINE

06.01.05 **STAR WARS GALAXIES™: THE TOTAL EXPERIENCE**
The first boxed compilation package featured the core game, *An Empire Divided™*, the *Jump to Lightspeed™* space flight expansion pack, the *Rage of the Wookiees™* expansion pack plus the exclusive in-game bonus item BARC Speeder from *Episode III: Revenge of the Sith*.

11.01.05 **STAR WARS GALAXIES™: TRIALS OF OBI-WAN™** The third *Star Wars* Galaxies expansion brought fiery Mustafar to life, the planet where Obi-Wan Kenobi defeated Anakin Skywalker in their fateful duel. Players joined the spirit of Obi-Wan in his quest for redemption, fought the Separatist Droid Army, and discovered long lost secrets of the Force.

11.15.05 **STAR WARS GALAXIES™: STARTER KIT (NGE)**
Revamped combat and new iconic professions set *Star Wars* Galaxies on a new path.



2005
2006



06.08.06 **CHAPTER 1: THE CORELLIAN CAPTIVES**

06.27.06 **THE BATTLE FOR RESTUSS** Players fought for control over the once-peaceful city of Restuss. The city was destroyed in a massive explosion and reduced to ruins, which remained a central battlefield in the Galactic Civil War.

08.01.06 **CHAPTER 2: THE TALUS INCIDENT**

09.27.06 **CHAPTER 3: SMUGGLERS AND SCOUNDRELS**

11.14.06 **STAR WARS GALAXIES™: THE COMPLETE ONLINE ADVENTURES** The second boxed compilation package featured the complete *Star Wars* Galaxies game experience including the *Trials of Obi-Wan™* expansion pack, loads of behind-the-scenes “making of” bonus content and the exclusive in-game AT-RT vehicle.

TIMELINE

11.30.06 **CHAPTER 4: ARMED AND READY FOR ACTION**

02.22.07 **CHAPTER 5: AN ENTERTAINING ENTERPRISE**

05.22.07 **CHAPTER 6: MASTERS OF THE WILD** The Beast Mastery system allowed players to raise and train creatures as pets.

11.01.07 **CHAPTER 7: A COLLECTION OF HEROES** The Collection system rewarded players for finding or defeating specific items or creatures. Adding to the excitement was the race to be the first person complete a collection. The system displayed each collection's "server first" for all players to see.

01.15.08 **CHAPTER 8: THE NOVA ORION CRISIS**

04.03.08 **CHAPTER 9: THE FURY OF EXAR KUN**

This update introduced players to an ancient tomb on Yavin 4, culminating in an epic battle with the ghost of Exar Kun.

06.19.08 **CHAPTER 10: THE SEARCH FOR THE MEATLUMP KING**

08.27.08 **STAR WARS GALAXIES TRADING CARD GAME: CHAMPIONS OF THE FORCE™** The introduction of the *Star Wars Galaxies™* Trading Card Game provided players with an entirely new gameplay experience by combining the challenge of a trading card game with the adventures and community of the massively multiplayer game. This inaugural release set the standard for all sets to come, featuring more than 250 beautifully detailed original *Star Wars*-themed cards and over 20 loot cards with items that could all be used in the *Star Wars Galaxies* MMO, including the first ever drivable Podracer vehicles.

11.01.08 **CHAPTER 11: THE BATTLE OF ECHO BASE** The planet Hoth and the Battle of Echo Base came to life in this update and allowed players to take sides in this epic conflict. This was the first introduction of "atmospheric" flight allowing players fighting on the side of the Rebellion to fly T-47 airspeeders.



2006
2008



TIMELINE

12.16.08 **STAR WARS GALAXIES™ TRADING CARD GAME: SQUADRONS OVER CORELLIA** The second set of the *Star Wars Galaxies* Trading Card Game allowed players to dominate their opponents from space with the introduction of the Starship card type and the V-wing Starfighter loot item for the *Star Wars Galaxies* MMO.

01.11.09 **GAME UPDATE 6: THE APPEARANCE WINDOW** The appearance window allowed players to wear and display items over their regular armor.

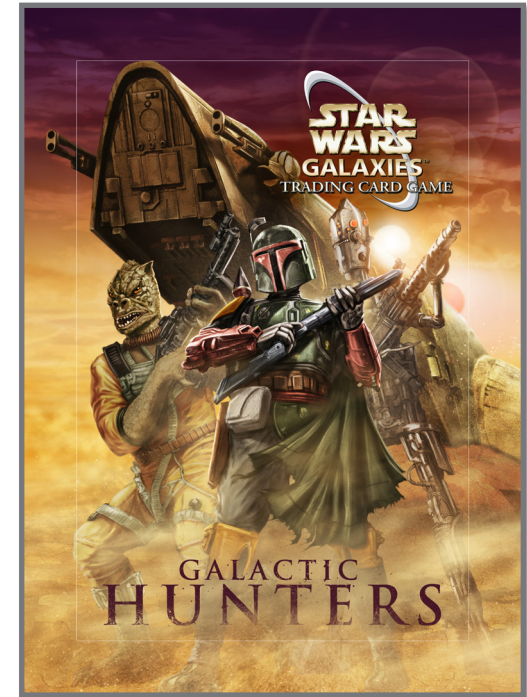
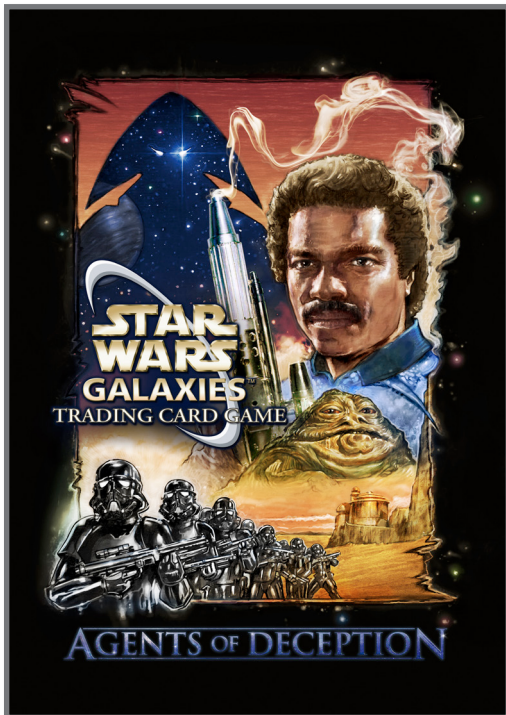
03.12.09 **STAR WARS GALAXIES™ TRADING CARD GAME: GALACTIC HUNTERS** The third set of the *Star Wars Galaxies* Trading Card Game brought some of the coolest Bounty Hunter card art and loot around, including the Armored Bantha Mount and the Merr-Sonn JT-12 jetpack.

06.01.09 **GAME UPDATE 10: BATTLEFIELDS** Instanced PvP areas known as Battlefields brought the Galactic Civil War to new heights.

06.23.09 **STAR WARS GALAXIES™ TRADING CARD GAME: AGENTS OF DECEPTION** The fourth set of the *Star Wars Galaxies* Trading Card Game brought the extended universe to life in *Star Wars Galaxies* like never before with a unique criminal underworld story featuring Lando Calrissian and the mysterious figure, Blackhole.

09.22.09 **STAR WARS GALAXIES™ TRADING CARD GAME: THE SHADOW SYNDICATE** The fifth set of the *Star Wars Galaxies* Trading Card Game further explored the extended universe with more familiar fan favorites, Dash Rendar and the Falleen Prince Xizor. This set also allowed players to create the first ever AT-AT House for use in the *Star Wars Galaxies* MMO.

2008
2009





TIMELINE

2009
2010

09.30.09 **GAME UPDATE 13: CHRONICLE MASTER SYSTEM**

The Chronicle System gave players the ability to create quests for others to complete and tell their own stories.

10.12.09 **GAME UPDATE 14: DEATH TROOPERS** The Death Troopers adventures were inspired by the *Death Troopers* novel written by Joe Schreiber and allowed players to join together to fight horrific new enemies with a frightening affliction. These adventures marked the first time that *Star Wars Galaxies* had introduced new content inspired by a current *Star Wars* novel.

12.15.09 **STAR WARS GALAXIES™ TRADING CARD GAME: THE NIGHTSISTER'S REVENGE** The sixth set of the *Star Wars Galaxies Trading Card Game* took players to the icy planet of Hoth where they faced a formidable Force-using foe in the fallen Nightsister, Kyrisa. This set also introduced the first ever Imperial and Rebel Spire housing structures, the tallest buildings ever seen in the *Star Wars Galaxies* MMO.



01.25.10 **GAME UPDATE 15: FORCES UNDER SIEGE** This update brought the Galactic Civil War to new intensity with pitched battles and city invasions throughout the galaxy.

03.16.10 **STAR WARS GALAXIES™ TRADING CARD GAME: THREAT OF THE CONQUEROR** The seventh set of the *Star Wars Galaxies Trading Card Game* followed the special forces of both the Rebels and Imperials during intense secret missions that could change the course of the Galactic Civil War. The all new special forces-themed loot cards included the first ever AT-PT Walker and Republic Gunship player vehicles.



TIMELINE

03.22.10 **GAME UPDATE 16: STRONGHOLD OF THE LOK REVENANTS**

12.13.10 **GAME UPDATE 19: THE WITCHES OF DATHOMIR**

2010
2011

12.14.10 **STAR WARS GALAXIES™ TRADING CARD GAME: THE PRICE OF VICTORY** Celebrating the 30th anniversary of *The Empire Strikes Back*, the eighth, and final, set of the *Star Wars Galaxies* Trading Card Game let players experience a never-before-told story that takes place in parallel with pivotal moments of the Galactic Civil War as seen in *The Empire Strikes Back* film. It also introduced the Cloud City Housing Structure, a massive player house that could float in the atmosphere above the cities of most *Star Wars Galaxies* MMO planets.



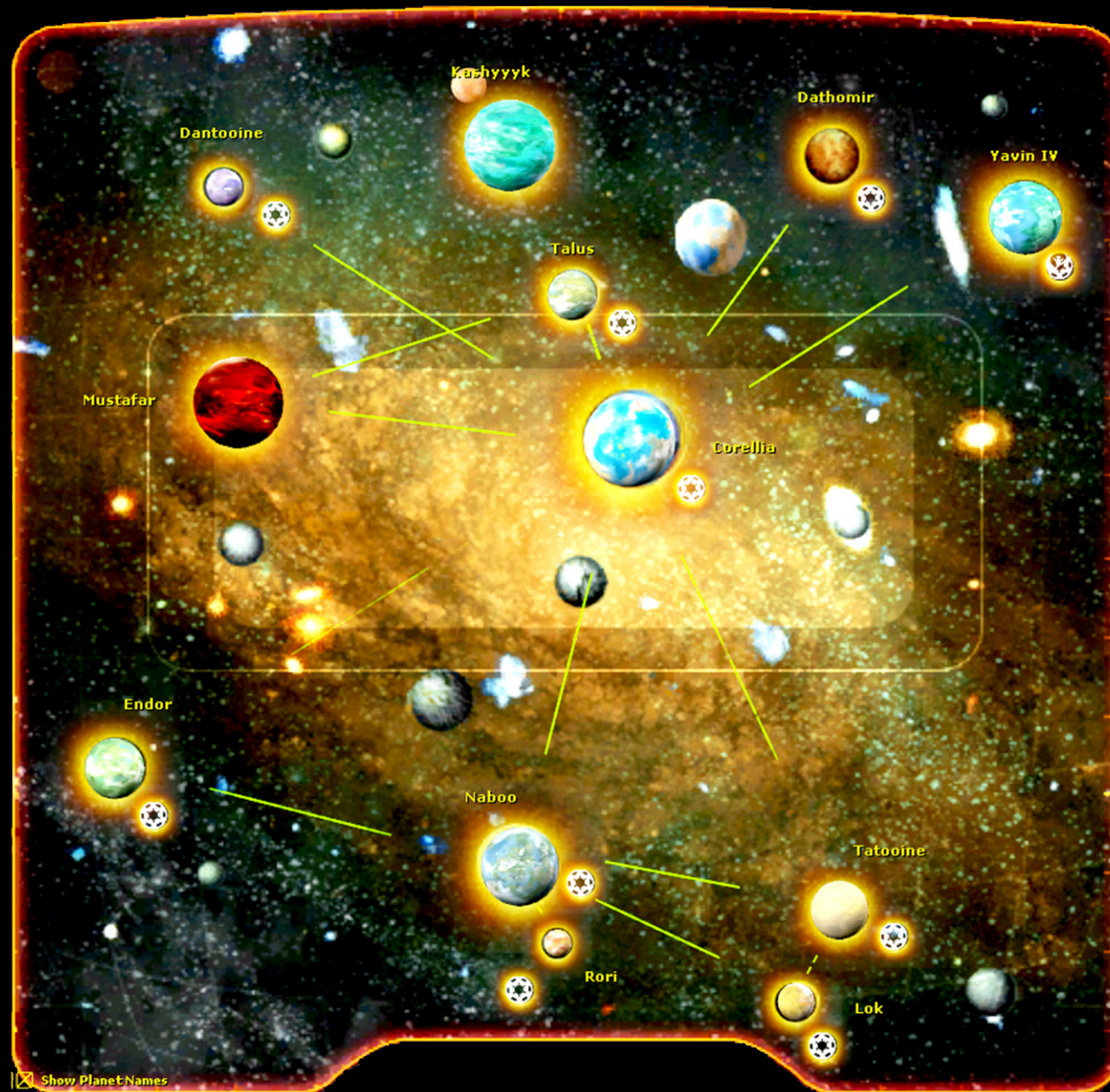
08.18.11 **GAME UPDATE 20: GALACTIC CIVIL WAR – SPACE**
The Galactic Civil War expanded into space, allowing players to participate in massive space battles with and against capital ships.

09.15.11 **GAME UPDATE 21: ATMOSPHERIC FLIGHT**
Atmospheric flight enabled players to fly their ships in-atmosphere and see the planets from a whole new perspective.

12.15.11 **STAR WARS GALAXIES FINALE** Both factions clashed as the Galactic Civil War came to an epic and explosive conclusion.



PLANETS



REMEMBER THE PLANETS ...

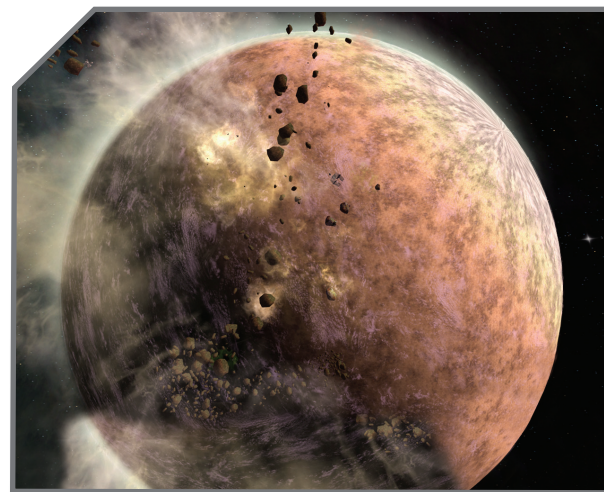
Star Wars Galaxies did not just have one world to explore. It had thirteen. All thirteen planets were full of diverse life, terrain, danger, and classic *Star Wars* adventure. They will long be remembered for their tremendous size, for their vast open spaces, and for their limitless possibilities.



PLANETS

REMEMBER TATOOINE ...

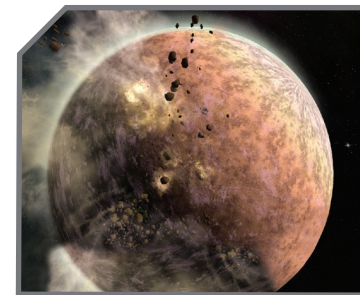
Remember the endless rolling sands and the fierce sandstorms that would roar out of them. Remember blazing across the barren desert in a landspeeder. Remember Jawas and Sand People, Fort Tusken and its pool. Remember Jabba's Palace rising like a mirage in the hills, the Krayt Dragons and their massive bones.





PLANETS

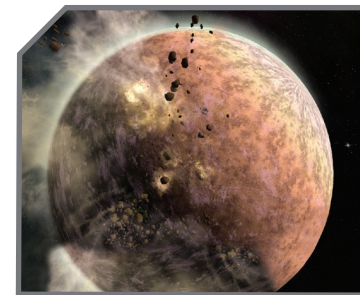
TATOOINE (CONT.)





PLANETS

TATOOINE (CONT.)



Remember how the twin suns set over the Lars Homestead, over the grand architecture in Mos Entha, over the Imperial Oasis, over the Darklighter estate. Remember racing through Beggar's Canyon at dawn.



Remember Womp Rats and Worrts and Rock Mites in the wastes. Remember the cantina in Mos Eisley, and the streets of Bestine, and the moisture farms outside Anchorhead.

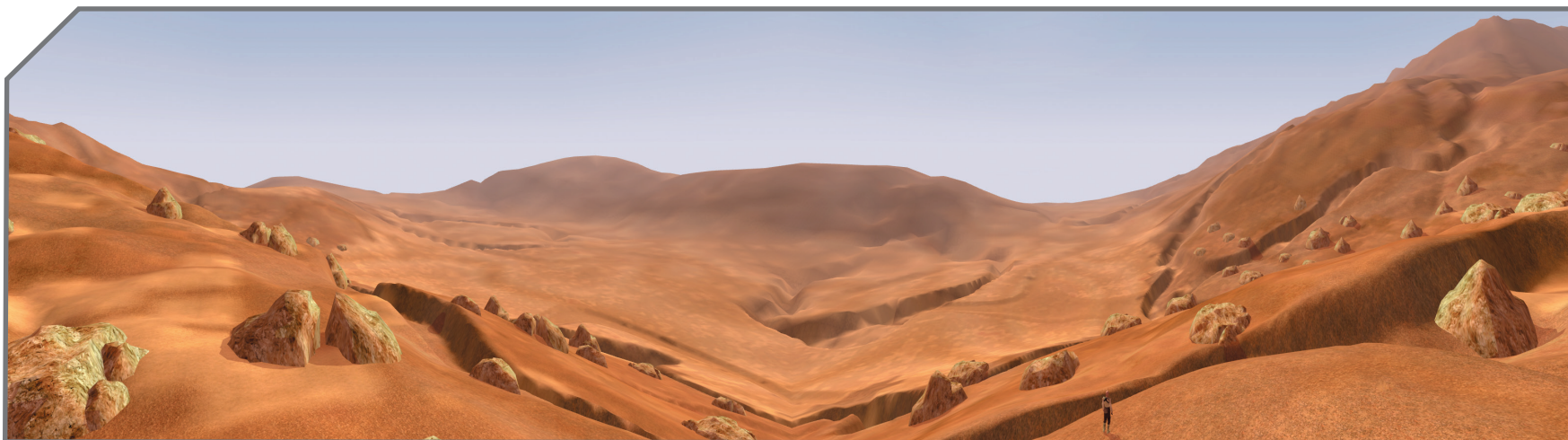
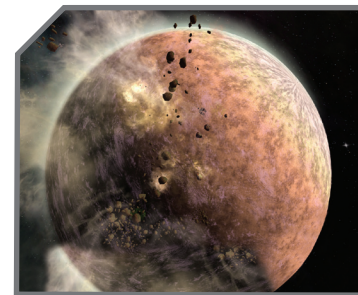
... Remember Tatooine for the beginnings, this faraway planet, the humble first home of Luke, Anakin, and thousands of players.





PLANETS

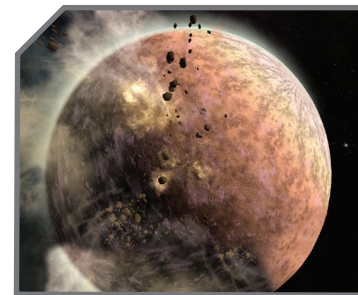
TATOOINE (CONT.)





PLANETS

TATOOINE (CONT.)

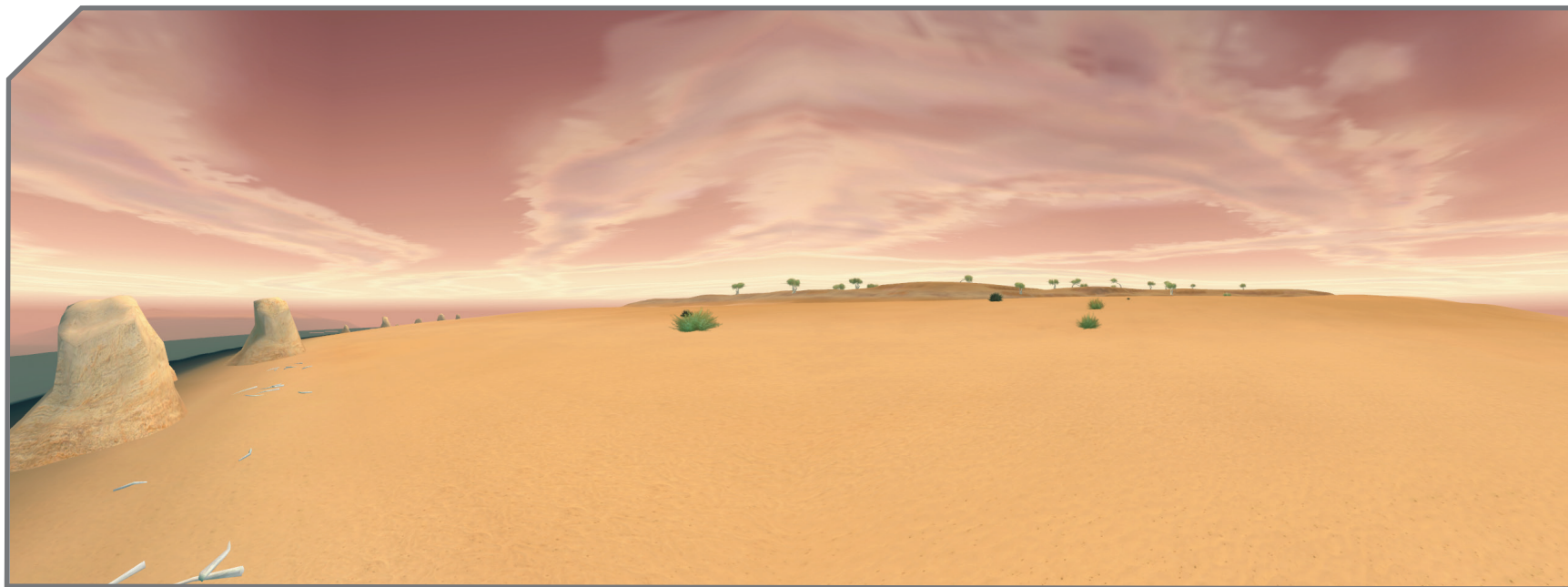
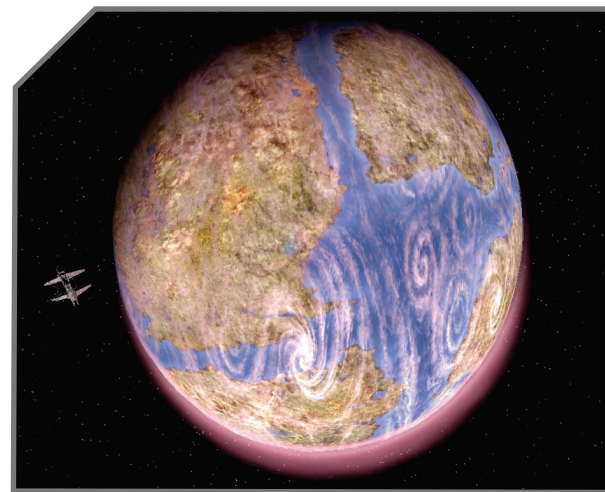




PLANETS

REMEMBER CORELLIA ...

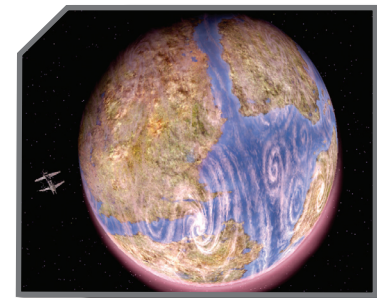
Remember the great skyscrapers in Corellia's cities, in Coronet and Doaba Guerfel, and the urban sprawl that grew up around them. Remember gathering day and night to trade in Coronet with others. Remember the beauty of the beaches and of the spiral clouds.





PLANETS

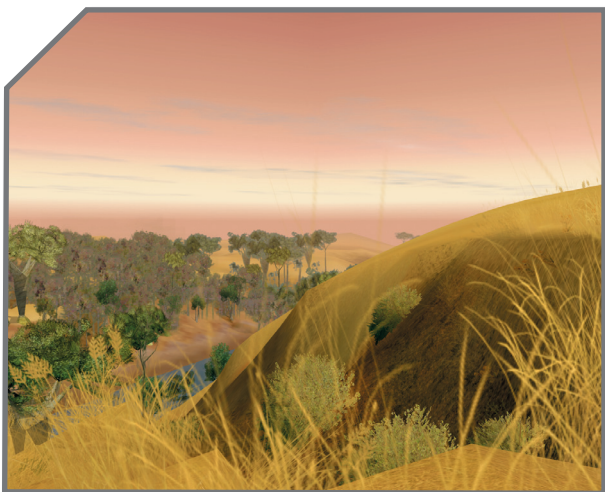
CORELLIA (CONT.)



Remember the haunting danger of Agrilat Swamp, its crystal arches, its dim water.



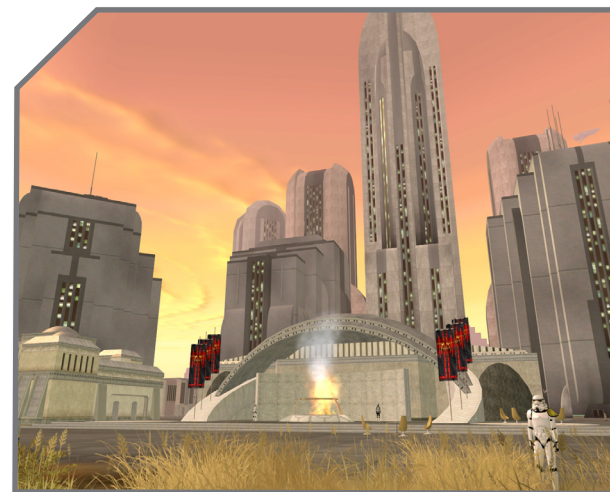
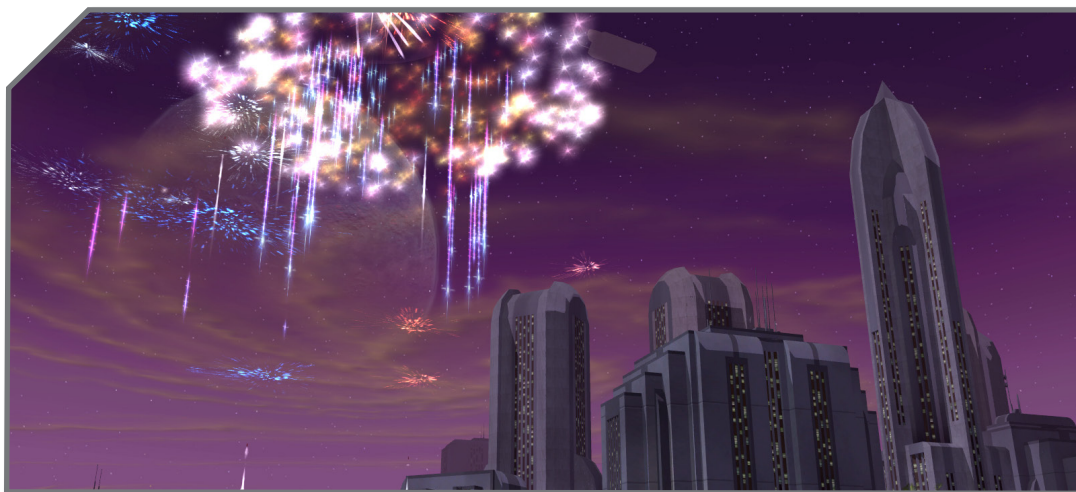
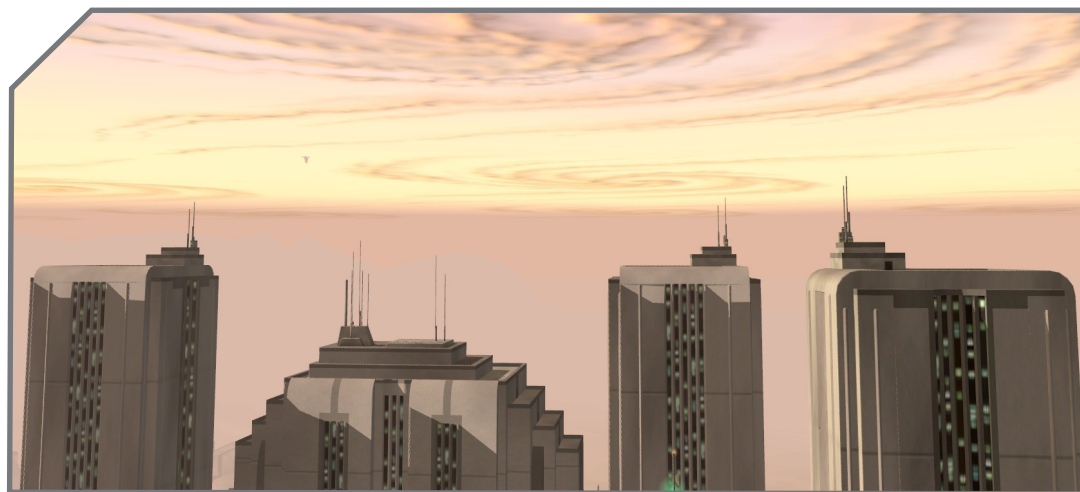
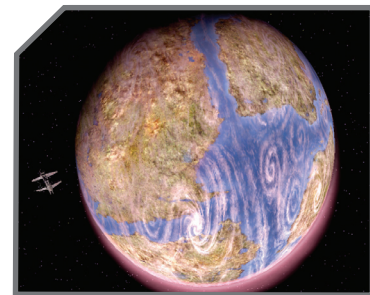
Remember the theatre on Vreni Island, and Bela Vistal set into the mountains. Remember the wide grasslands and deep forests. Remember the legendary CorSec squadron and rumors of a hidden rebel base.





PLANETS

CORELLIA (CONT.)

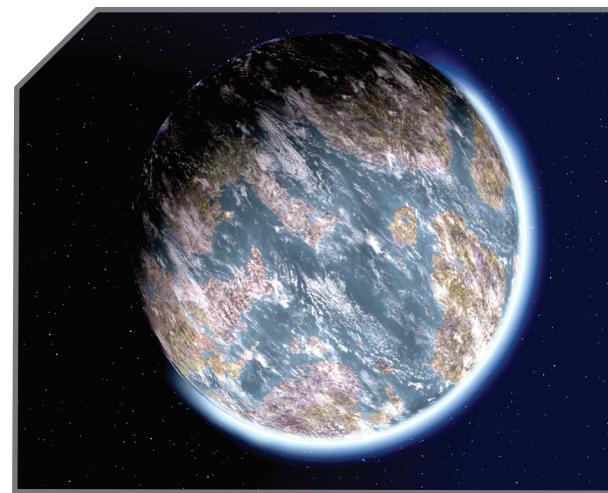




PLANETS

REMEMBER DANTOOINE ...

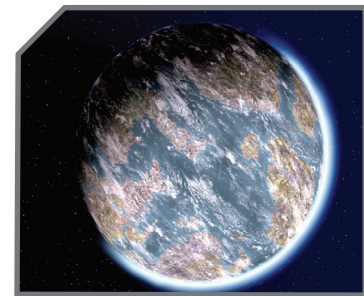
Remember the open grasslands, the orange and purple savannah, and how it changed as you crossed it. Remember the ancient Jedi temple and the power of the dark side that lingered there.





PLANETS

DANTOOINE (CONT.)



Remember the abandoned Rebel base and the primitive Dantari. Remember ruins spread over the planet, and the way the stones mirrored the twisting trees around them.



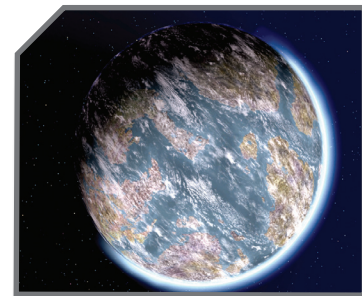
Remember Pikets and Bols, Thunes and Grauls. Remember finding others in the safety of the Mining Outpost, and going with them out into the wild valleys.





PLANETS

DANTOOINE (CONT.)

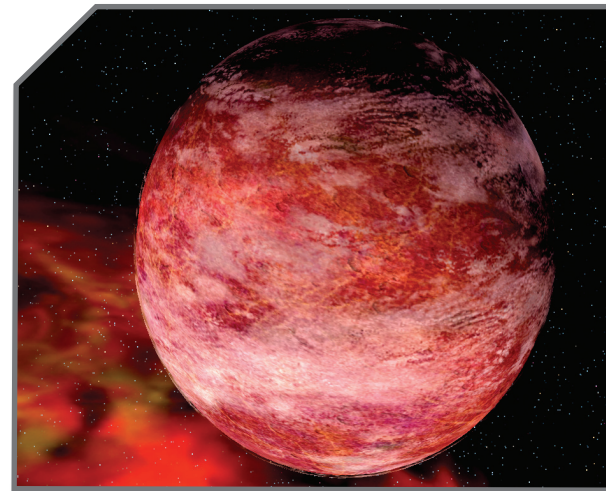




PLANETS

REMEMBER DATHOMIR ...

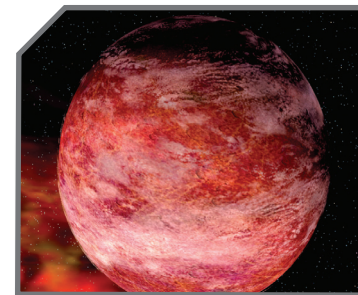
Remember the danger and the haunting, sinister land. Remember facing the Rancor in its native home. Remember the ever present fog and the shadows within it.



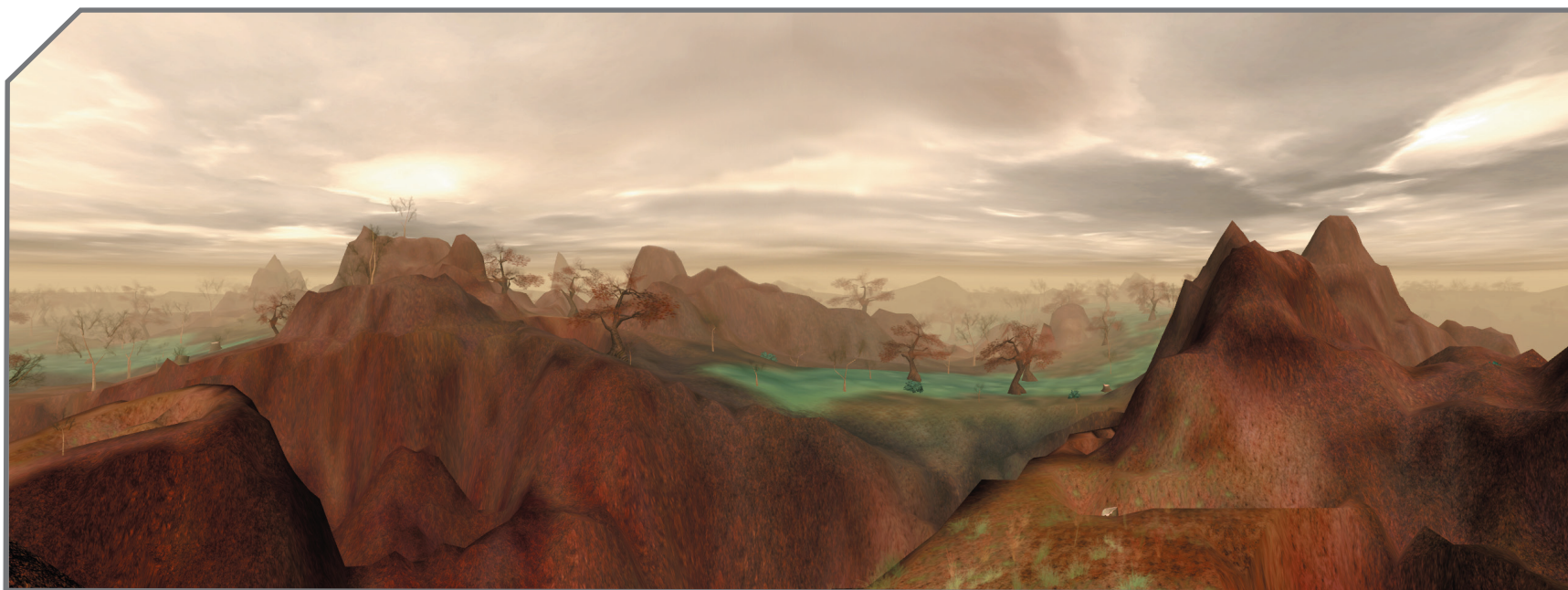
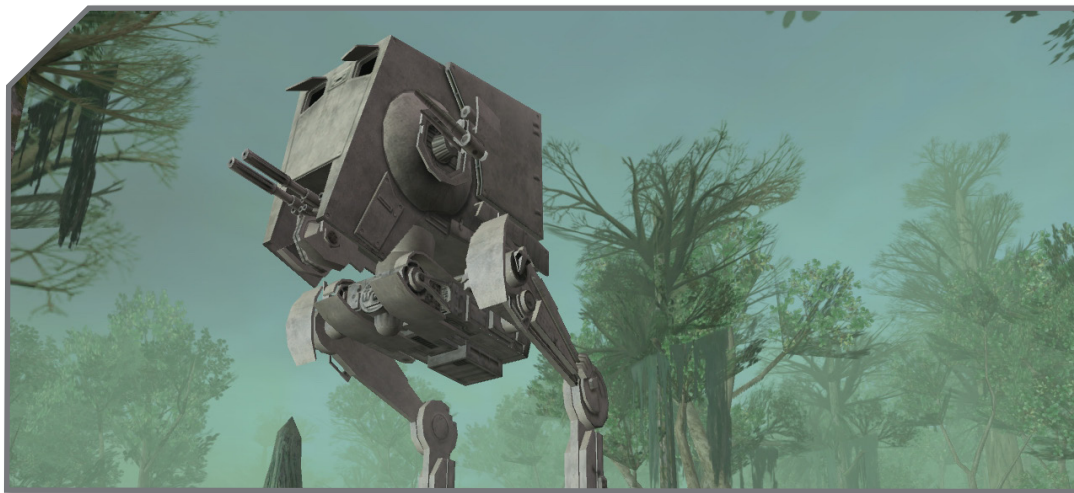


PLANETS

DATHOMIR (CONT.)



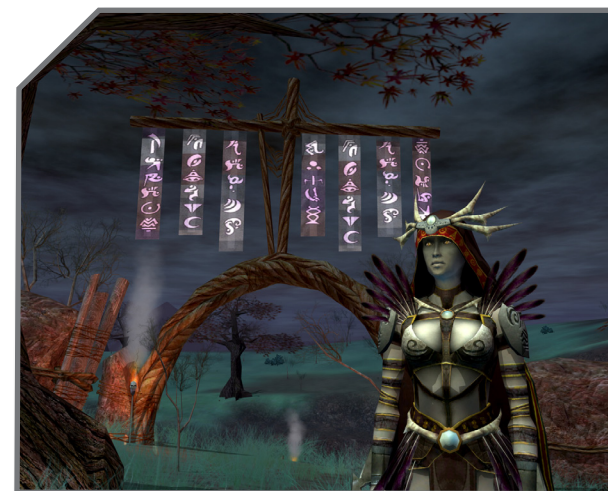
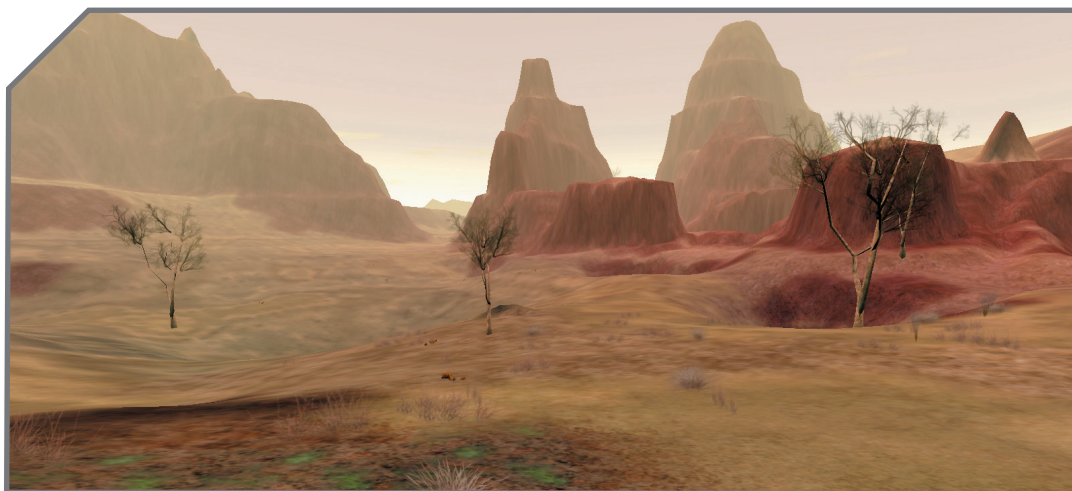
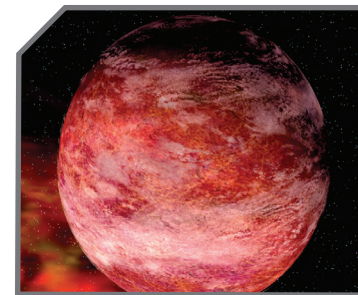
Remember the Witches of Dathomir, the Nightsisters, dark and twisted. Remember the pyramids of Aurilia. Remember being stalked day and night by virtually everything that drew breath there, and by some things that didn't.





PLANETS

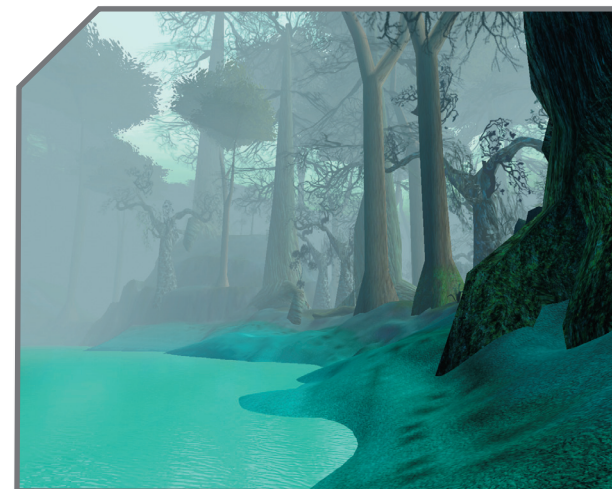
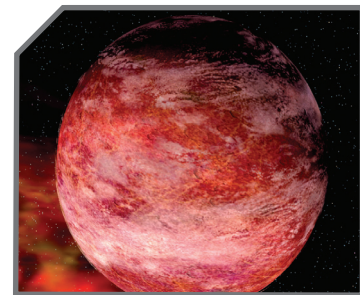
DATHOMIR (CONT.)





PLANETS

DATHOMIR (CONT.)

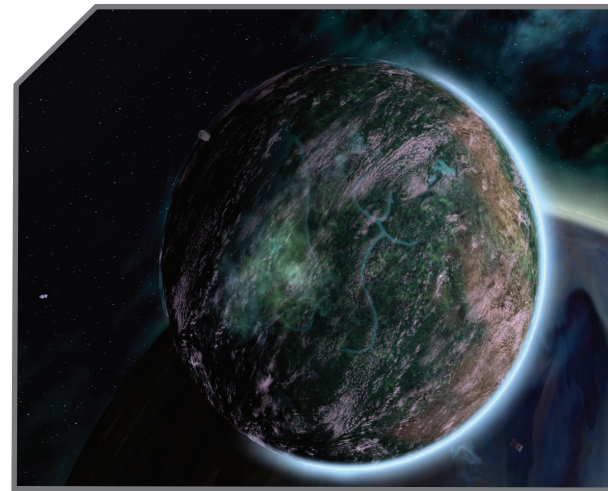




PLANETS

REMEMBER ENDOR ...

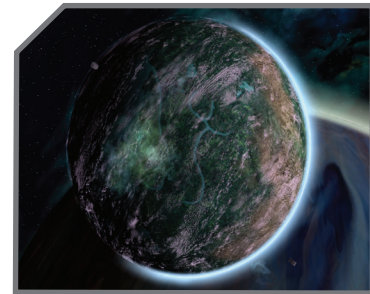
Remember the Ewoks of the forest moon, small but true. Remember their villages built along the lakes or in the deep forests, tall huts on the water, wide walkways crossing the canopy.



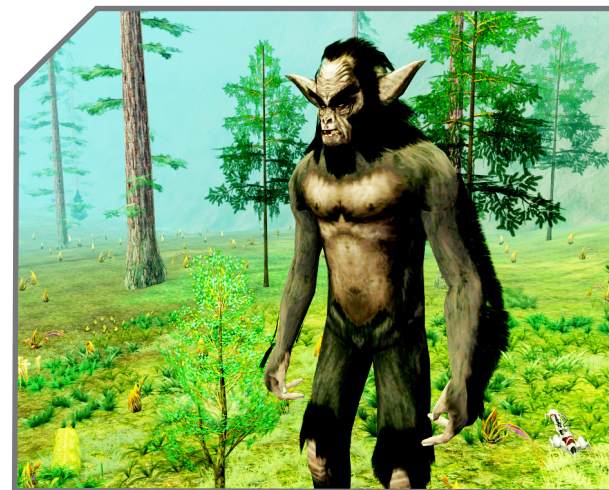
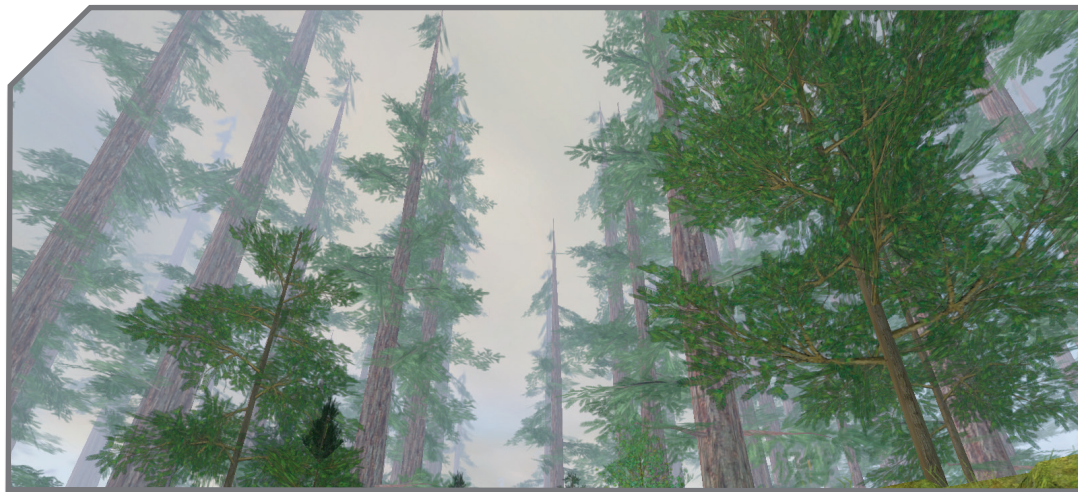


PLANETS

ENDOR (CONT.)



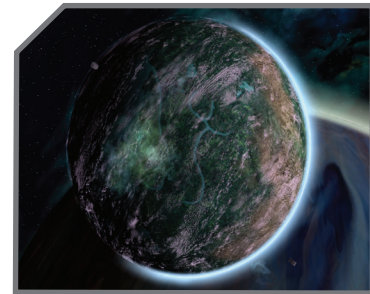
Remember the height of the trees and the way the sunlight filtered down between them. Remember the elusive Gorax walking out of the forest, looking as tall as those trees. Remember the Marauders and their cruelty.





PLANETS

ENDOR (CONT.)



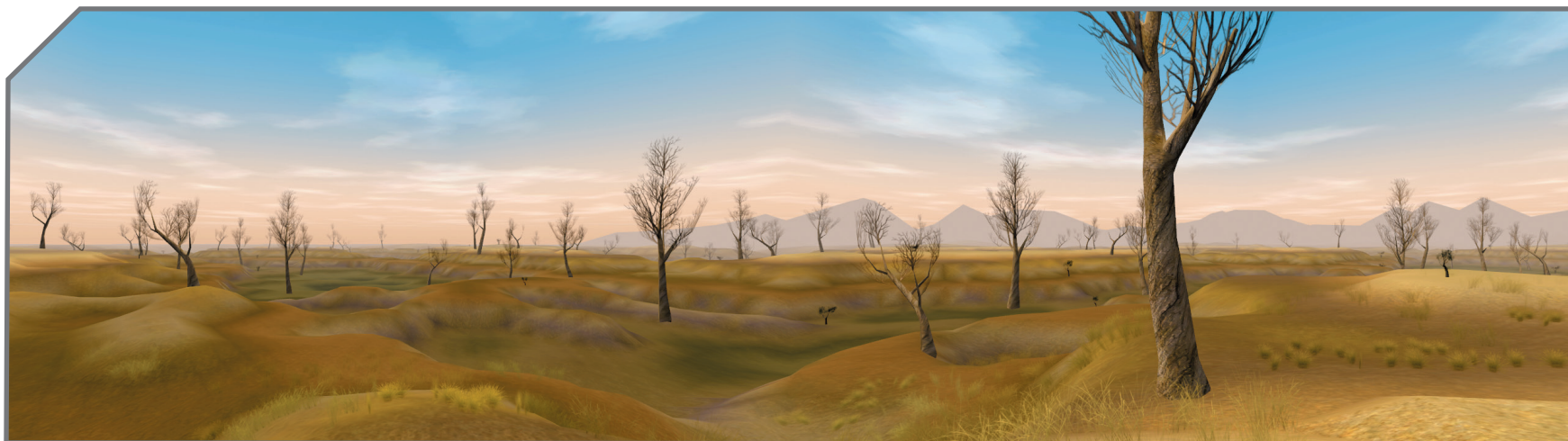
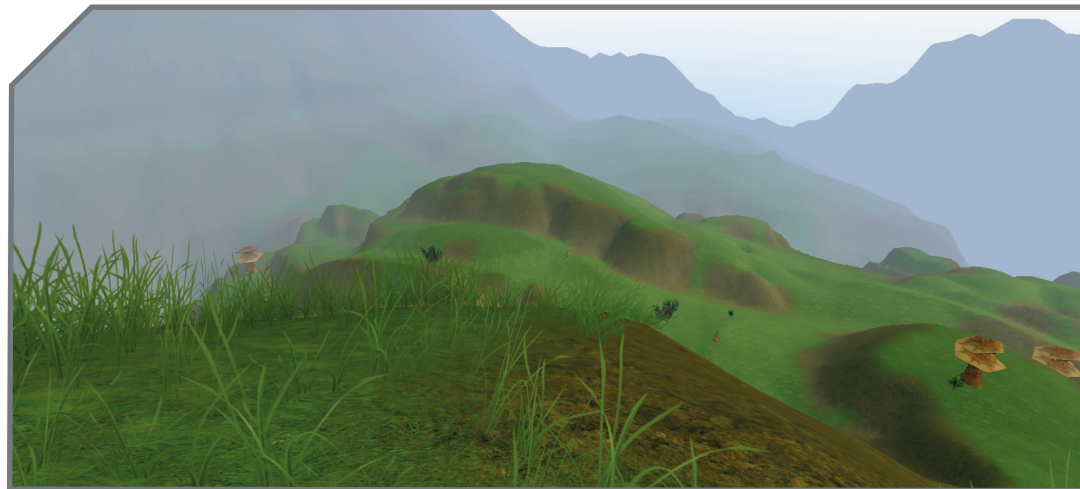
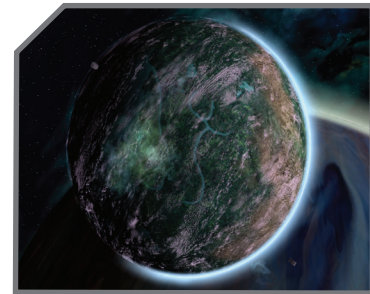
Remember how the second Death Star reappeared in the night sky, a herald of the end.





PLANETS

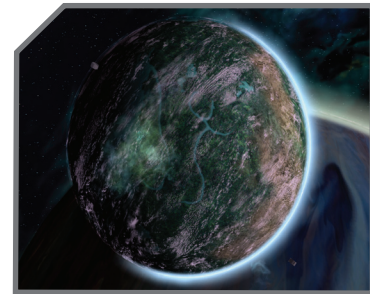
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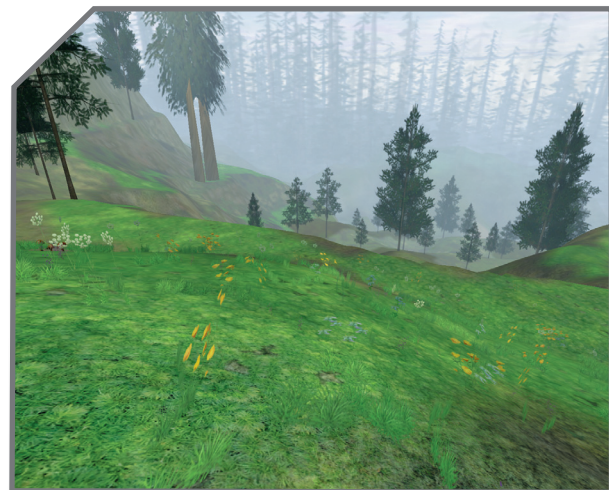
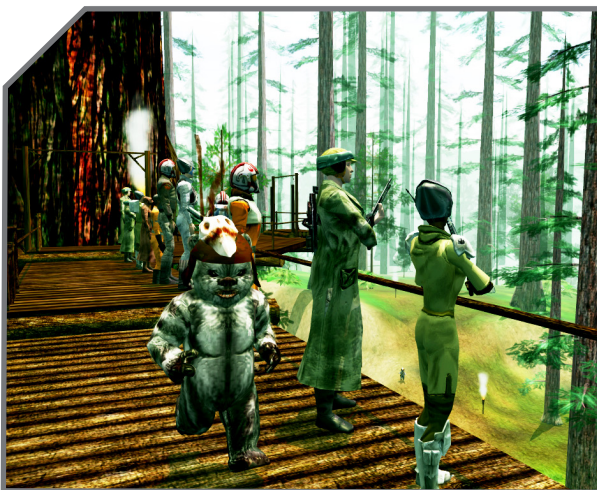
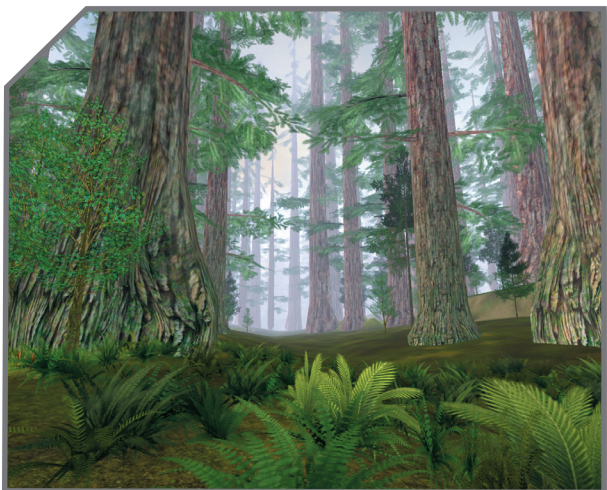
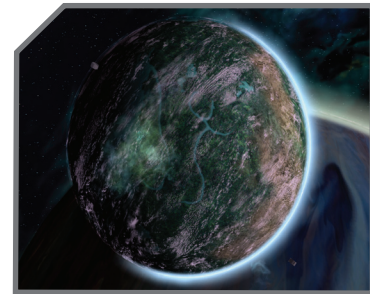
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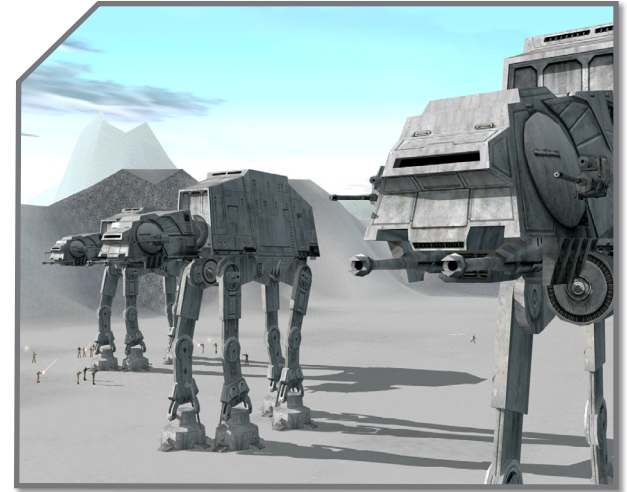




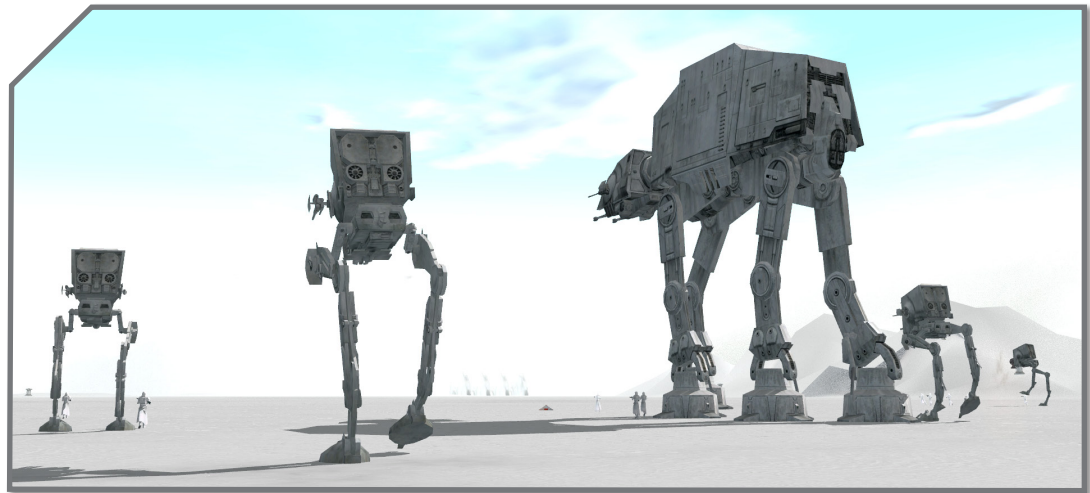
PLANETS

REMEMBER HOTH ...

Remember the cold, the unforgiving ice and snow as far as you could see. Remember the wind blowing fast across the land. Remember Wampas and Tauntauns.



Remember fighting with vast superiority and against grueling odds. Remember snowtroopers and flying snowspeeders into the fight. Remember the awesome power of the AT-AT Imperial Walkers. Remember the way Darth Vader swept into the hangar like a dark bird of prey.

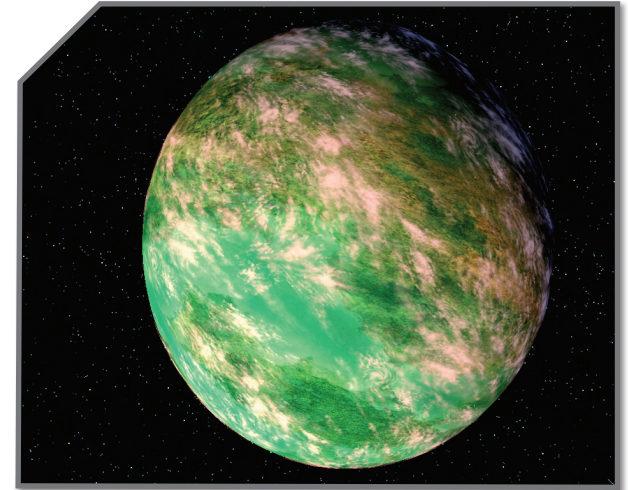




PLANETS

REMEMBER KASHYYYK ...

Remember the great trees and the Wookiee tree city, Kachirho. Remember the massive rope bridges and wide wooden walkways stretching high into the forest.



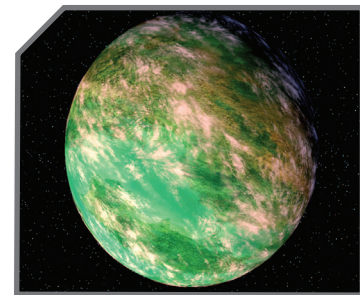
Remember the beauty of the birds flying past the Wroshyr canopy, and the planet's green skies over the horizon. Remember the Rodian Hunting Grounds, Etyyy, and the foreboding Myyydril Caverns. Remember the wild, untamed Rryatt Trail, the way the sunlight never reached the ground in the Shadowed Lands, and the Gotal who lived there in that deep darkness.





PLANETS

KASHYYYK (CONT.)

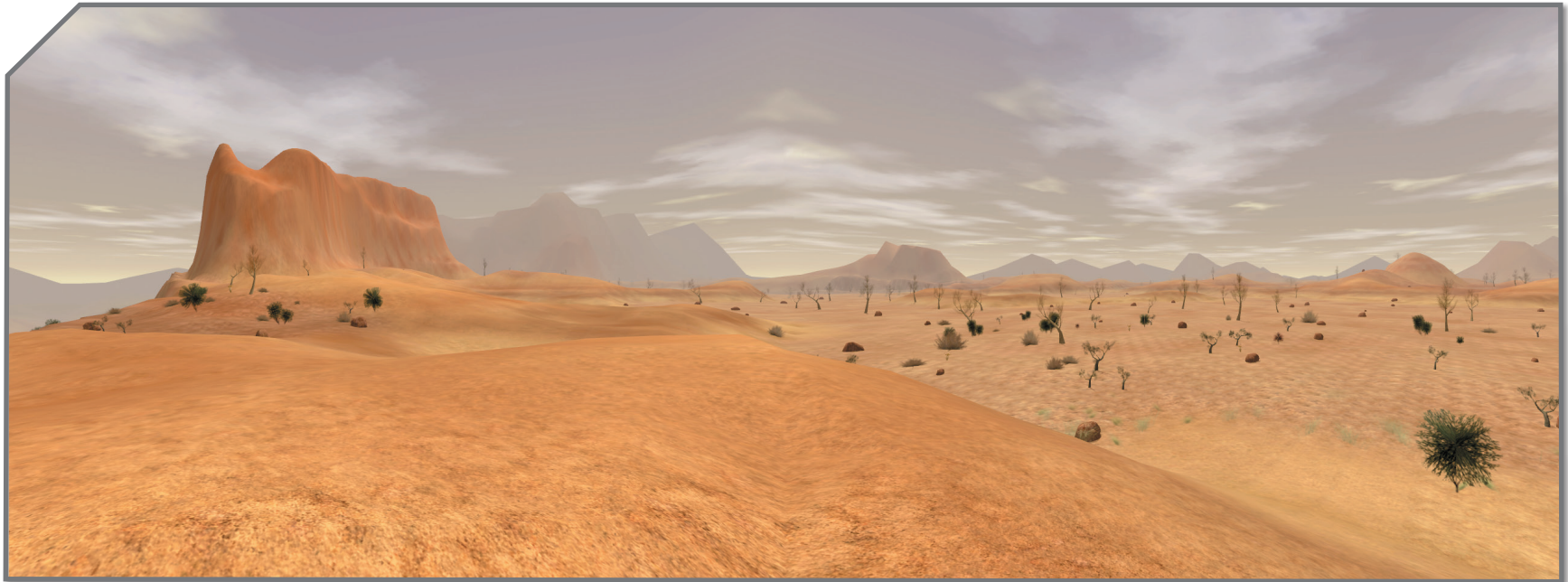
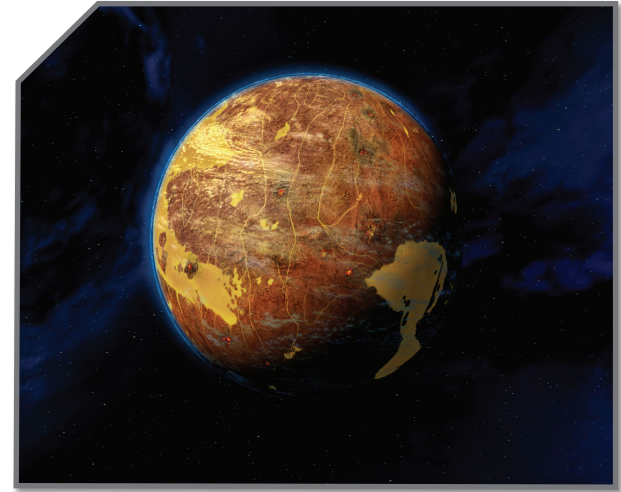




PLANETS

REMEMBER LOK ...

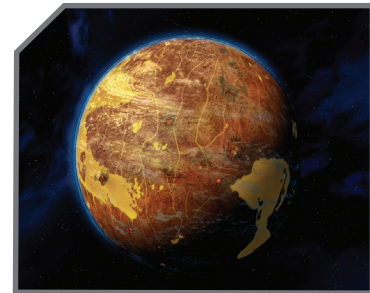
Remember the sparse, arid wastelands. Remember Nym's Stronghold, the pirate haven. Remember the sad, haunting music, the lakes of sulfur, the lonely mountains.



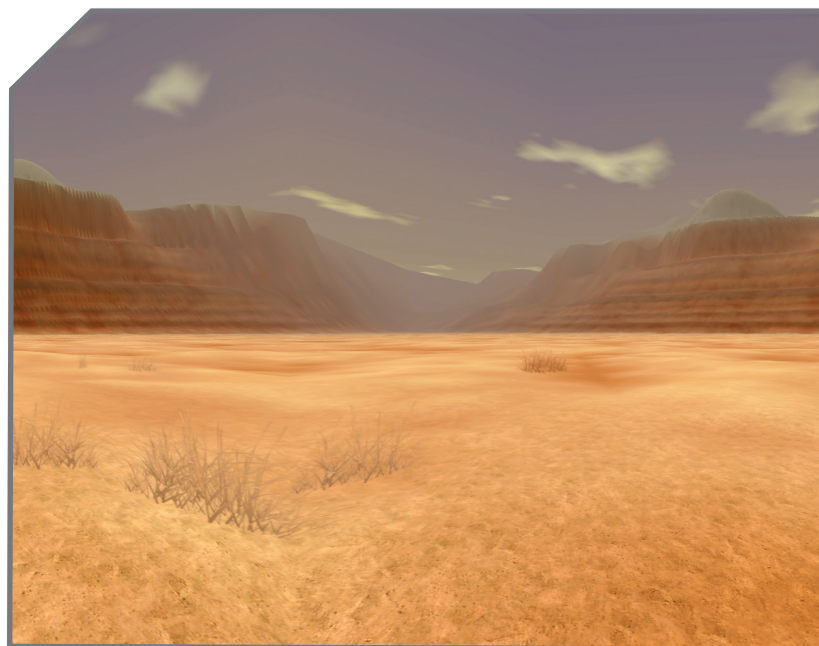
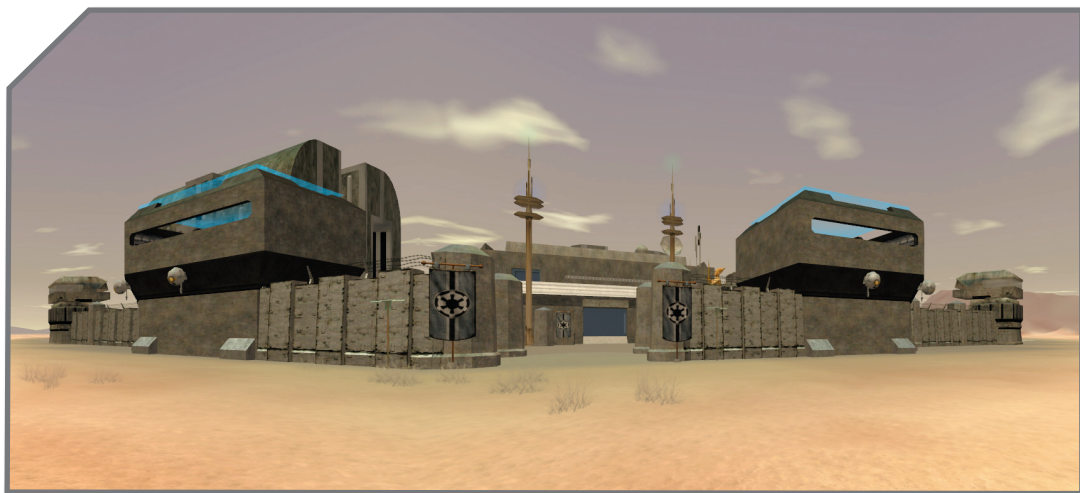


PLANETS

LOK (CONT.)



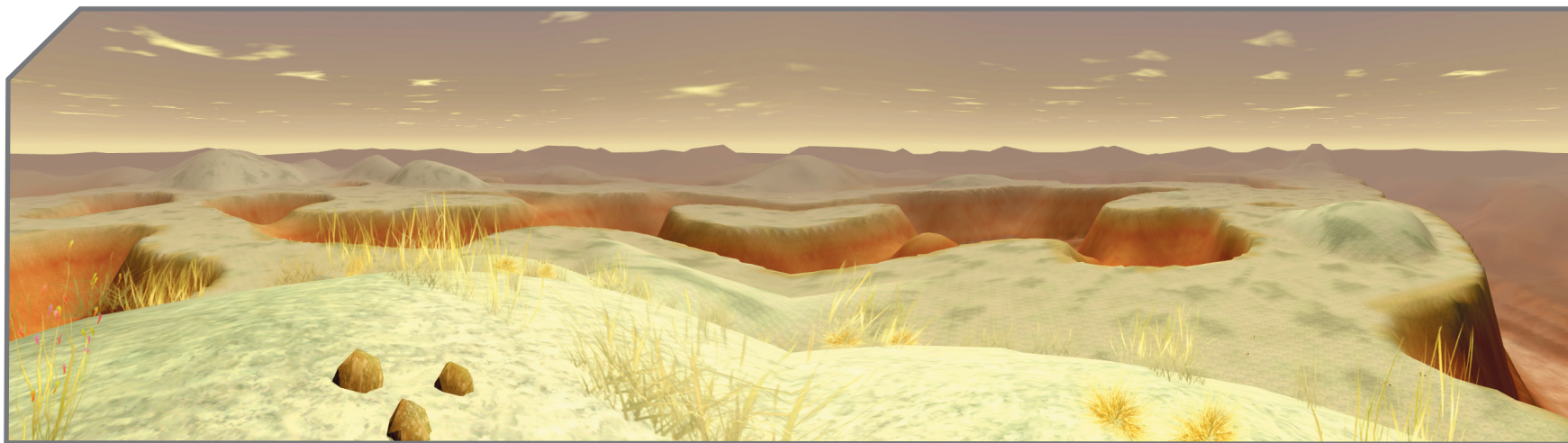
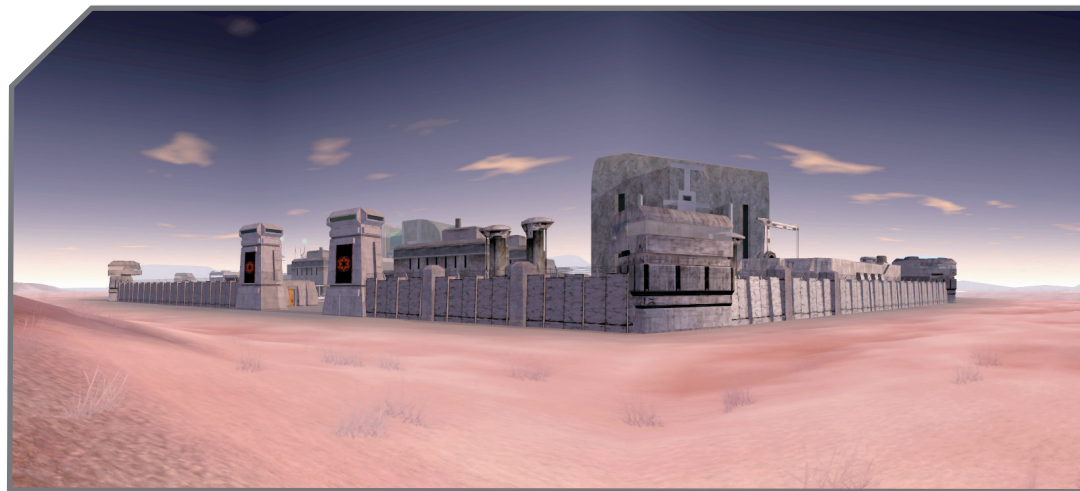
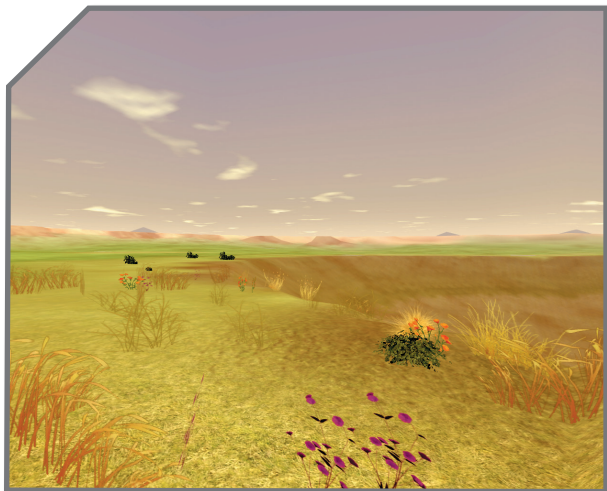
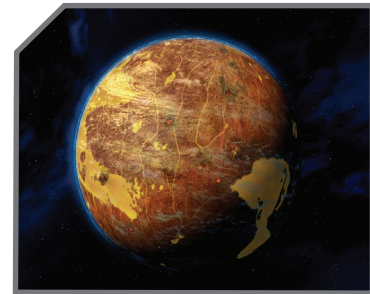
Remember the volcano, Mount Chault, and the great Kimogila stalking the lands around it. Remember honing your wits in the Great Maze and your reflexes on the Swoop Race Track.





PLANETS

LOK (CONT.)

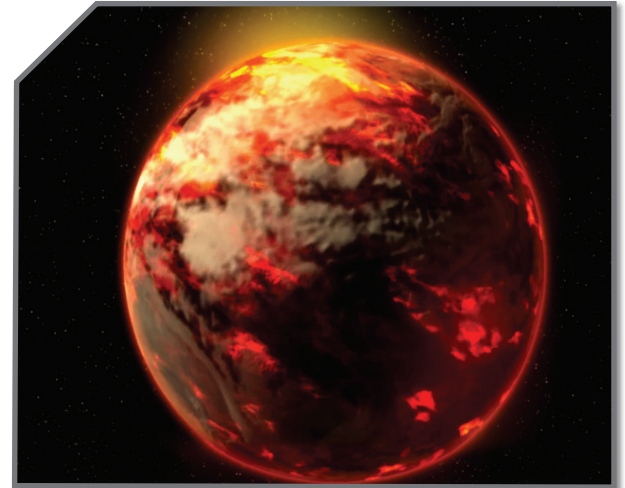




PLANETS

REMEMBER MUSTAFAR ...

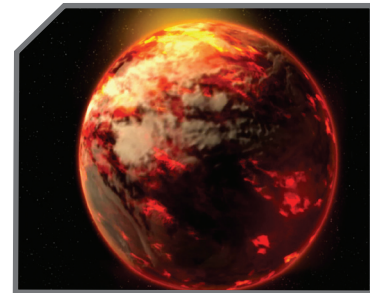
Remember the lava exploding out of the ground in flows and falls, the fire that followed, the rocks either obsidian black or red with heat. Remember how the entire planet was an unforgiving forge of hatred.





PLANETS

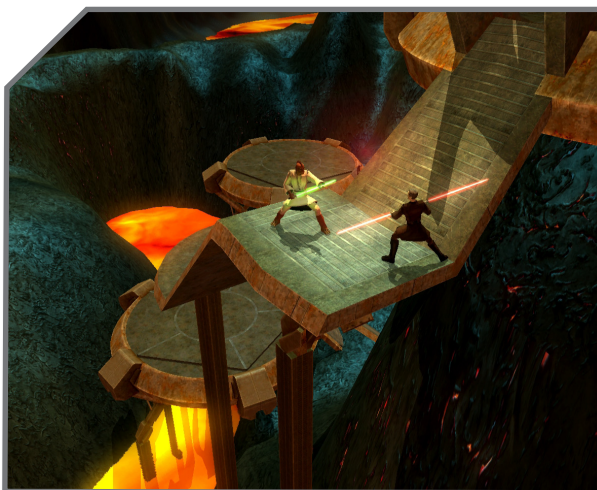
MUSTAFAR (CONT.)



Remember the sun in the sky above, dimmed by the ever present clouds of ash. Remember volcanoes in the distance, surrounded by lakes of lava, their peaks smoking and topped with orange rivers.



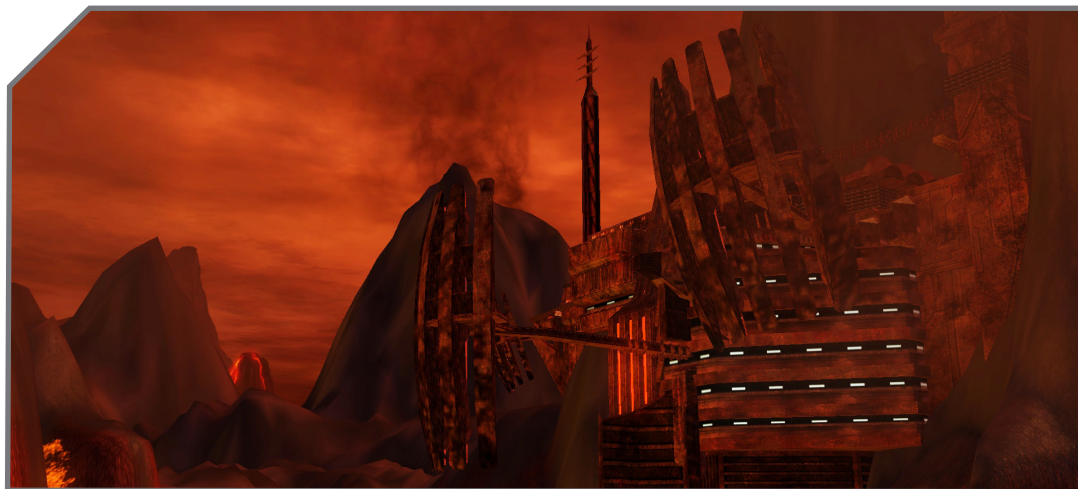
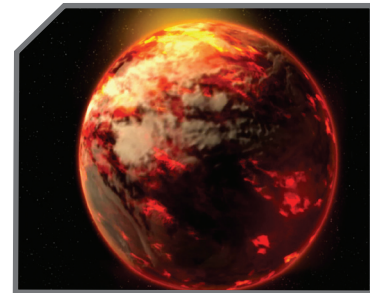
Remember the droid, HK-47, and the lingering ghost of Obi-Wan Kenobi.





PLANETS

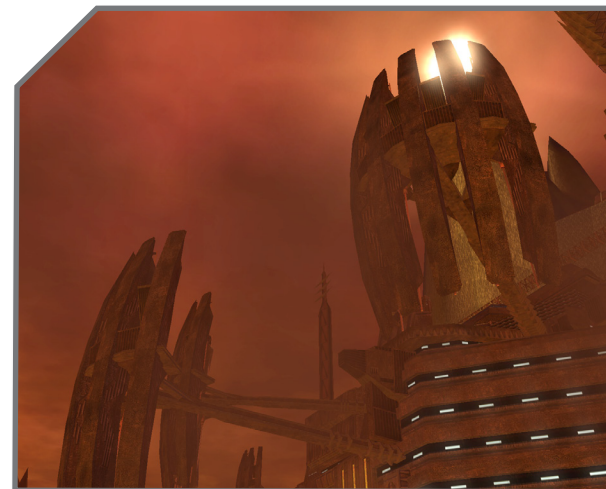
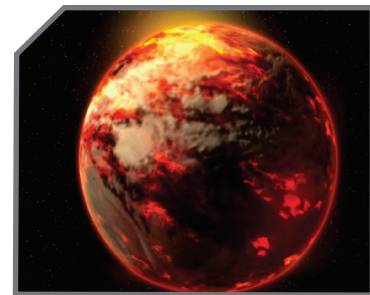
MUSTAFAR (CONT.)





PLANETS

MUSTAFAR (CONT.)

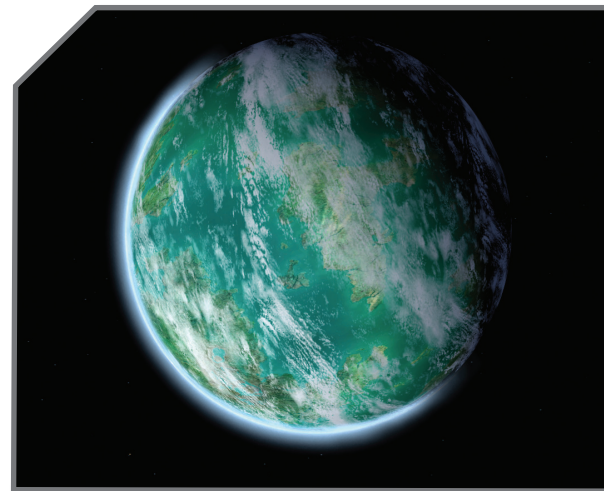




PLANETS

REMEMBER NABOO ...

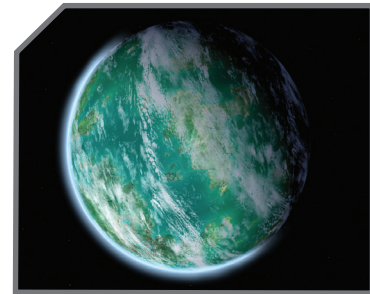
Remember the peaceful hills, rolling and green with soft grass. Remember the river, Theed's waterfalls and roads, the great palace and its noble arches. Remember the enormous Peko Pekos, Narglatches, and Nunas.



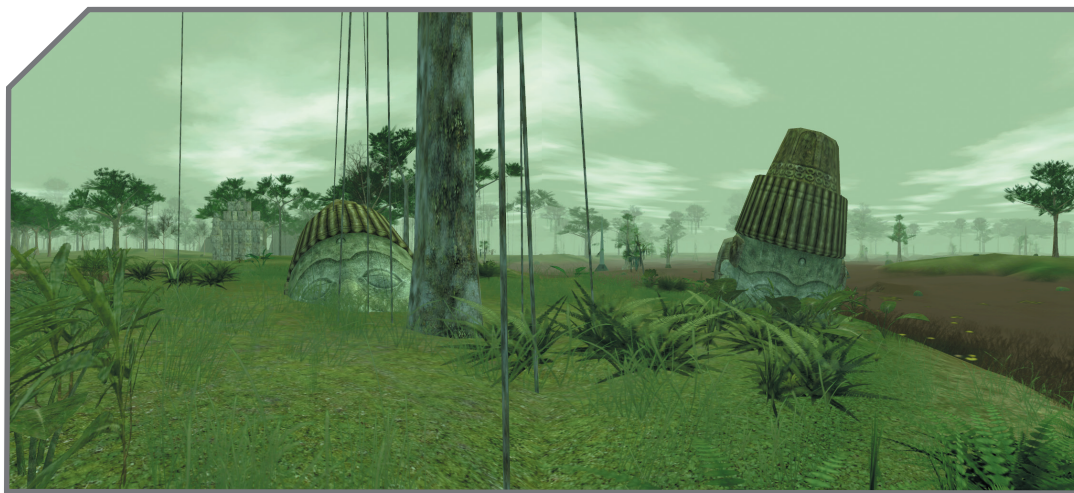


PLANETS

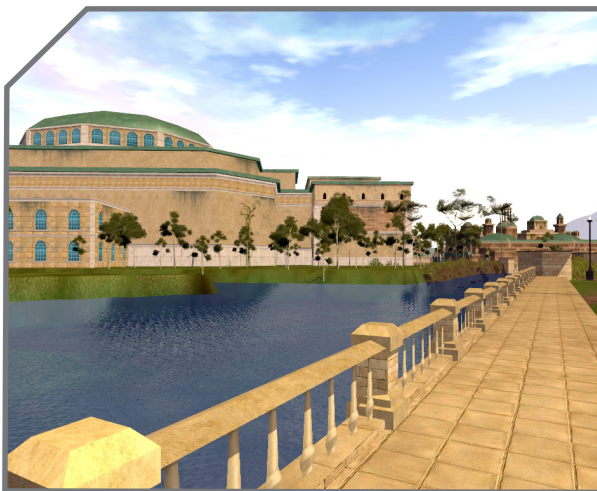
NABOO (CONT.)



Remember the Gungans and their dense swamp. Remember the tranquility of Lake Retreat and its green shores, and the quiet of Amidala's Beach.



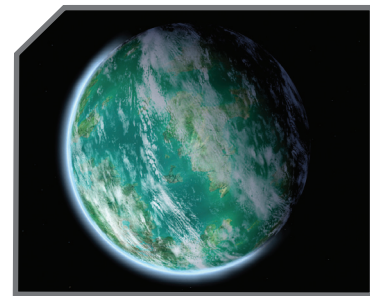
Remember being lucky or unlucky enough to come face to face with Darth Vader and Emperor Palpatine at the Emperor's Retreat.





PLANETS

NABOO (CONT.)

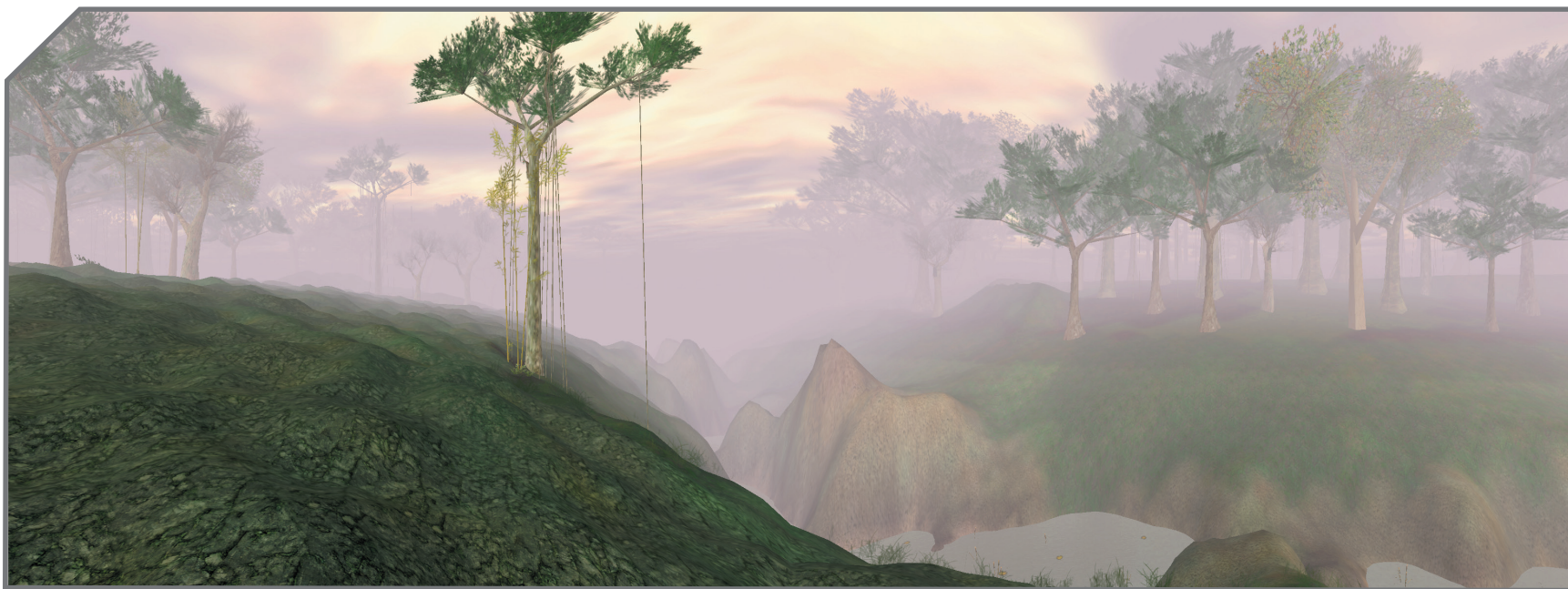
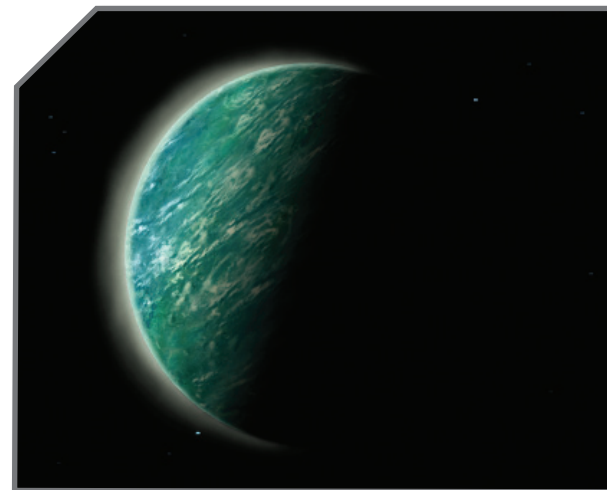




PLANETS

REMEMBER RORI ...

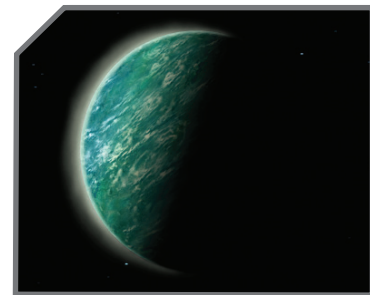
Remember Naboo's lonely moon, less settled, less civilized. Remember the swamps and jungles in the south, home to Borgle bats and pygmy tortons. Remember the Imperial and Rebel outposts, shaped like their respective symbols.





PLANETS

RORI (CONT.)



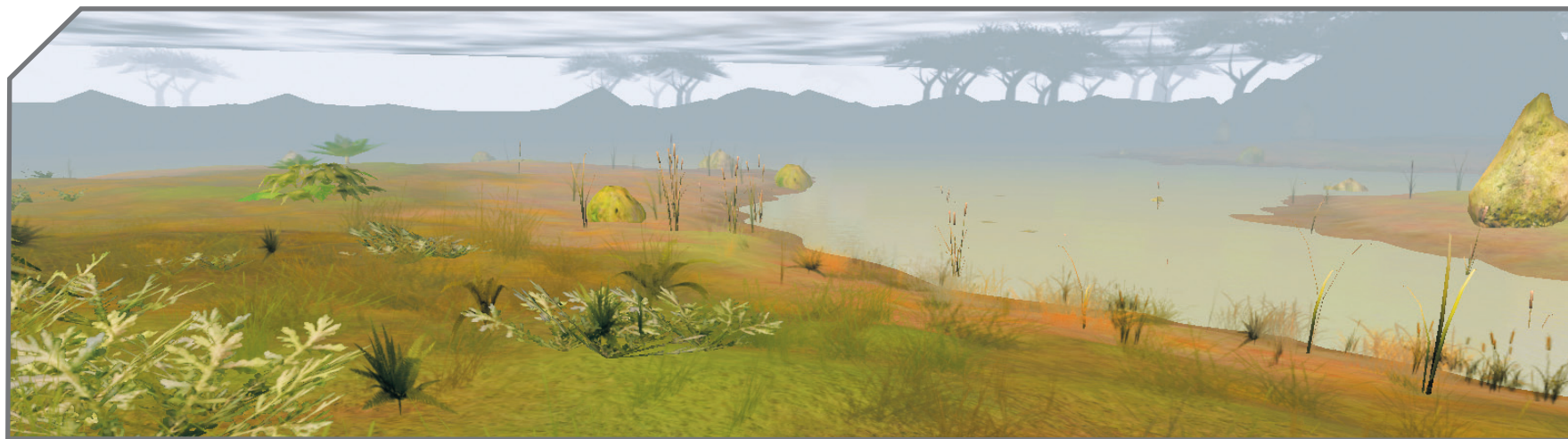
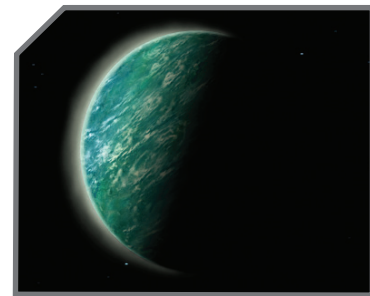
Remember the pristine city of Restuss and witnessing its destruction with the explosion of the Star Core. Remember the unrelenting conflict that followed. Remember the burned ruins, smoke billowing high into the sky. Remember the never-ending flood of troops and dropships, day and night.





PLANETS

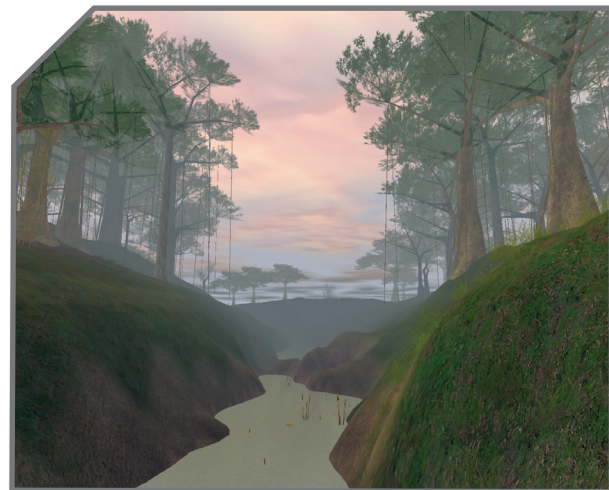
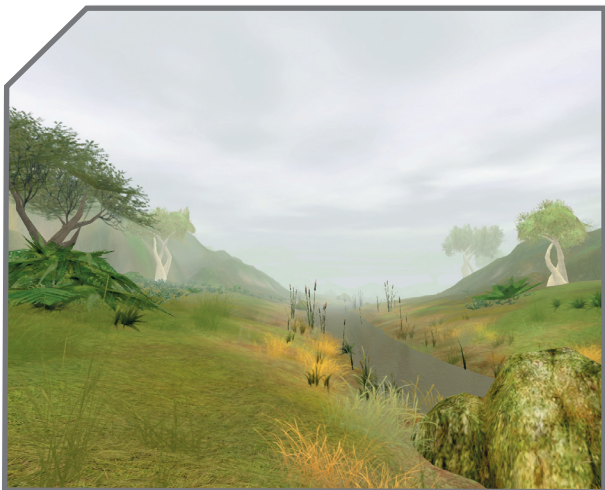
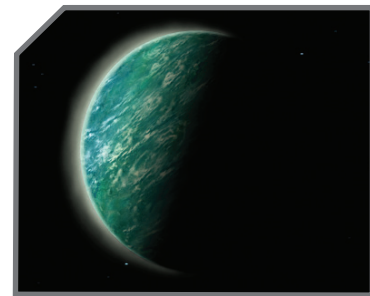
RORI (CONT.)





PLANETS

RORI (CONT.)

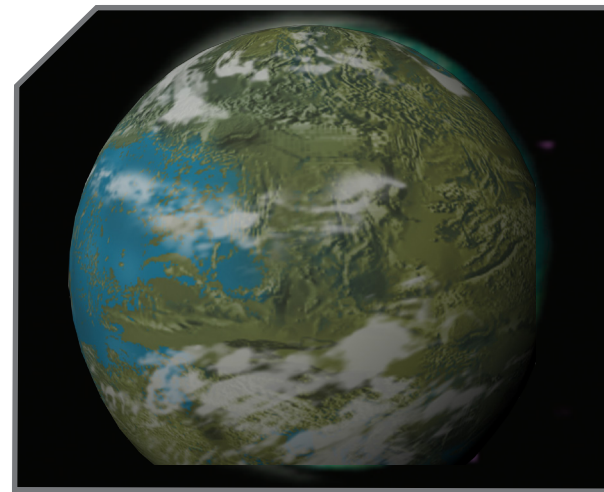




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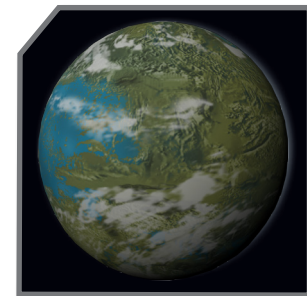
REMEMBER TALUS ...

Remember the sunsets, the bright purple skies, the long, winding rivers. Remember massive torturs as big as ships.





PLANETS



TALUS (CONT.)

Remember looking up and seeing Corellia and Talus looming large beneath the stars. Remember the parks in Dearic.



Remember the mysterious artifacts scattered throughout the thick wilderness. Remember looking out across the world from the top of the Fynock cave.

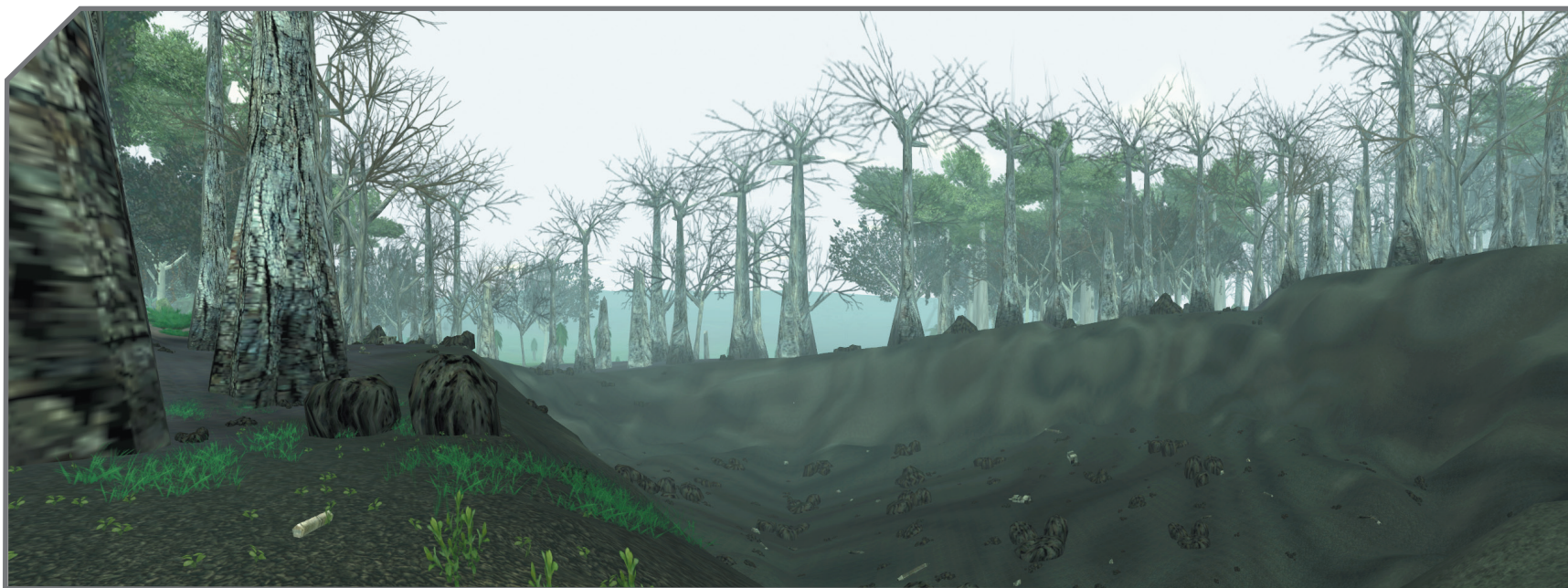
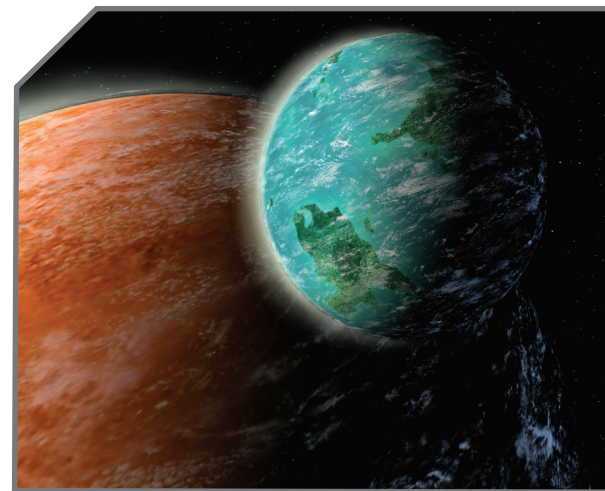




PLANETS

REMEMBER YAVIN 4 ...

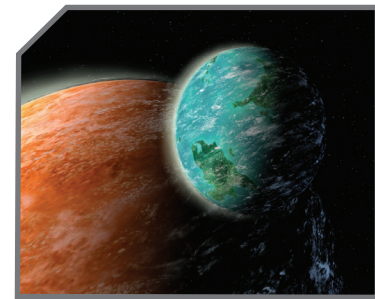
Remember the glorious beaches framing the wide oceans. Remember the enveloping jungle and the worn ruins hidden within it. Remember the temples towering over the trees, and the Jedi Enclaves, light and dark.



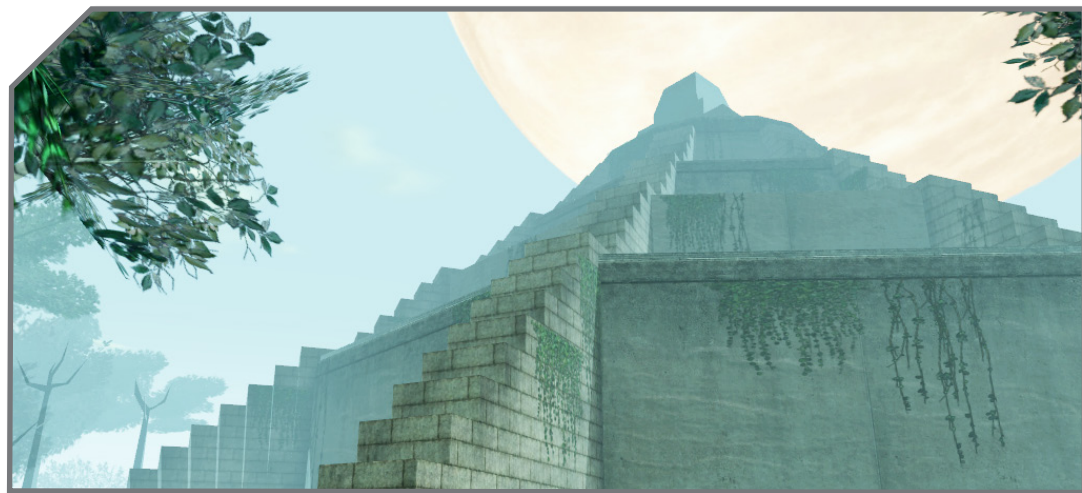


PLANETS

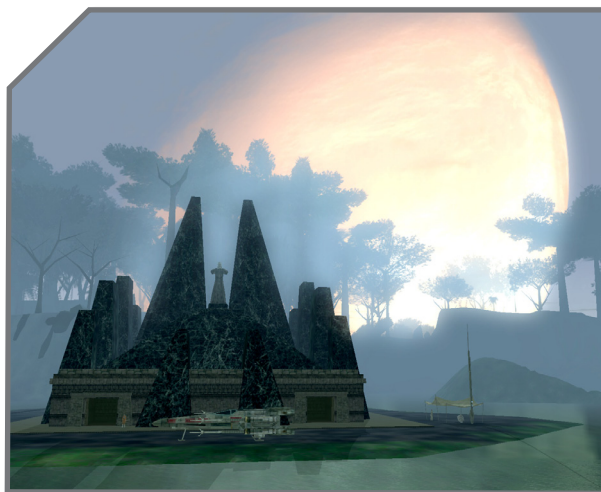
YAVIN 4 (CONT.)



Remember the ancient tomb of Exar Kun, dark and foreboding. Remember the massive Massassi Temple, where the rebels staged their attack on the first Death Star.



Remember red Yavin rising over the waters, the way the gas giant hung in the sky, blotting out the stars.





SPECIES

REMEMBER THE SPECIES ...

The species available to players in *Star Wars Galaxies* provided a deep and unique experience. Nothing brings the *Star Wars* galaxy to life like stepping into the shoes of one of the classic races seen in the movies. Rendered in stunning detail and allowing for amazing customization, anything was possible and no two players ever looked exactly alike.





SPECIES

REMEMBER THE BOTHAN ...





SPECIES

REMEMBER THE HUMAN ...





SPECIES

REMEMBER THE ITHORIAN ...





SPECIES

REMEMBER THE
MON CALAMARI ...





SPECIES

REMEMBER THE RODIAN ...





SPECIES

REMEMBER THE SULLUSTAN ...





SPECIES

REMEMBER THE TRANDOSHAN ...





SPECIES

REMEMBER THE TWI'LEK ...





SPECIES

REMEMBER THE WOOKIEE ...





SPECIES

REMEMBER THE ZABRAK ...





PROFESSIONS



REMEMBER THE PROFESSIONS ...

Famous for its system of diverse and iconic *Star Wars* professions, *Star Wars Galaxies* had a satisfying career path for everyone. Choosing a profession became a deeply personal decision as communities grew around them, and players will long remember their chosen careers with pride.



PROFESSIONS

REMEMBER THE BOUNTY HUNTER ...

Modeled after Boba Fett and his ilk, the *Star Wars Galaxies* Bounty Hunter was a foe few wished to cross and an ally few would turn away. Hardened by countless missions chasing some of the most dangerous and wanted criminals in the galaxy, Bounty Hunters quickly became experts in fighting dirty, seasoned masters of the ambush. Classically sporting carbines or rifles, and known for their wide array of tricks, traps, and droids, Bounty Hunters had a fearsome solution for most problems in the galaxy.





PROFESSIONS

REMEMBER THE COMMANDO ...

The epitome of combat, the *Star Wars* Galaxies Commando was renowned across the galaxy as the ultimate battle specialist. Like the most elite stormtroopers, there were few obstacles or defenses strong enough to withstand a commando's might. Masters of heavy weaponry and demolitions, from pistols to cannons to grenades, the commando could do it all in battle, making for a truly versatile and deadly foe.





PROFESSIONS

REMEMBER THE ENTERTAINER ...

Unique in a galaxy threatened by constant war, the *Star Wars Galaxies* Entertainer brought music, dance, and theatre to audiences everywhere. While others studied violence and destruction, entertainers dedicated their careers to inspiring others with joy and beauty. Whether performing new dances at the local cantina, playing songs at the hottest party on the planet, or taking their shows on the road to boost troop morale in the field, entertainers' never saw two days alike.

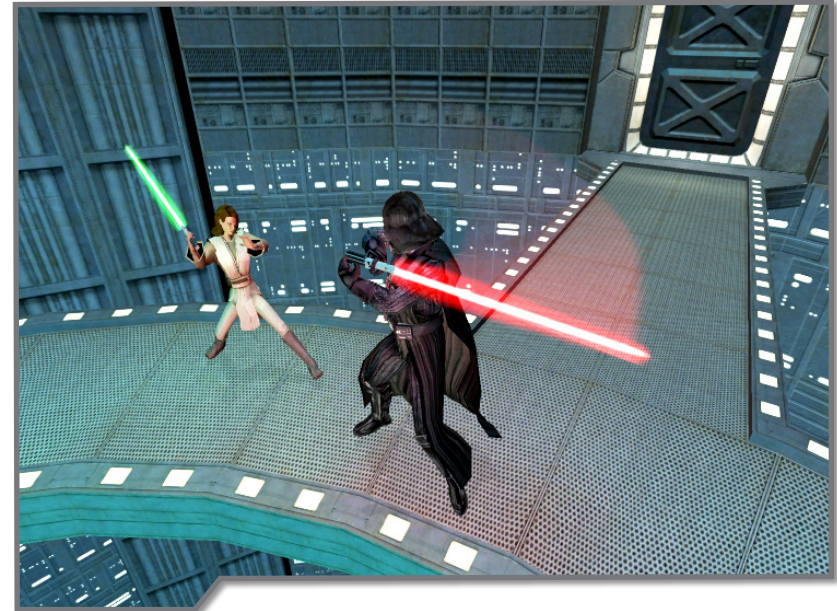




PROFESSIONS

REMEMBER THE JEDI ...

The *Star Wars* Galaxies Jedi wielded powers unmatched in the Galactic Civil War. The guardians of peace and justice in the galaxy, or sometimes those who threatened both the most, the Jedi were masters of the Force and lightsaber. These legendary warriors could be found on both sides of the conflict, from the center of the galaxy to the outer rim. Whether following after the ways of Luke Skywalker or Darth Vader, the Jedi brought leadership and guidance to those around them, beacons of hope or despair.





PROFESSIONS

REMEMBER THE MEDIC ...

The *Star Wars* Galaxies Medic was the heart of all combat forces, Rebel and Imperial. The medics' mastery and knowledge of Bacta allowed them to heal others in combat like nobody else, and made them a sought after ally in missions ranging from routine to impossible. If you wanted to come back alive, you brought a medic.





PROFESSIONS

REMEMBER THE OFFICER ...

A natural leader, the *Star Wars* Galaxies Officer was always at the forefront of battle. Whether strengthening allies, wading in and dispatching foes, or calling in support, an Officer on the field upped the chances for mission success considerably. Modeled after Leia Organa, responsibility for others drove officers day in and day out. The ability to have an immediate effect on their groups and make those around them better, all while still contributing their share to combat, made officers into some of the deadliest of foes.





PROFESSIONS

REMEMBER THE SMUGGLER ...

Quick in a jam and good in a fight, the *Star Wars* Galaxies Smuggler had a knack for getting into and out of trouble. Modeled after Han Solo, smugglers could be found moving stolen goods in every corner of the galaxy, and those who didn't get caught lived long enough to learn all the tricks. From fighting dirty to using blasters to full effect, a seasoned smuggler was as dangerous and capable in combat as anyone. When navigating the underworld, they had to be.





PROFESSIONS

REMEMBER THE SPY ...

The *Star Wars* Galaxies Spy was a master of the ambush and moving unseen. Inspiring grudges and rage from even the most reasonable of players, spies lived for the rush of combat, the thrill of surprise, and the glory of victory, even if it meant shooting someone in the back. Maybe especially if it meant shooting someone in the back. Their ability to navigate untouched through dangerous territory and detect others doing the same made spies invaluable to both sides.





PROFESSIONS

REMEMBER THE TRADER ...

The *Star Wars Galaxies* Trader took a different approach to life than most. Gaining experience not for combat, but for crafting, traders were legendary for their skill with their hands, not for the strength of their arms. Whether specializing in domestic goods, structures, munitions, or engineering, traders had what everyone else needed. In a galaxy gripped by destruction, they embodied construction. On planets torn apart by soldiers bent on finding old powers, old knowledge, or old ruins, traders made things new. Perhaps more than any other profession, the trader was proof that there was more to life in the galaxy than just the Galactic Civil War.





PROFESSIONS

REMEMBER THE BEAST MASTER ...

Friend of animals and beasts, the *Star Wars* Galaxies Beast Master traveled the stars seeking and raising pets. From Banthas and Mynocks to Tauntauns and Nunas to Chubaflyes and Narglatches, the possibilities were endless. Those who chose to follow this path will never forget their faithful companions.





PROFESSIONS

REMEMBER THE POLITICIAN ...

The *Star Wars* Galaxies Politician walked a thin line between leading others and needing others. In charge of and responsible for the growth of player cities, politicians could contribute to the community in ways few others could, serving a great number of players but needing their trust and their votes first to grant them power.





PROFESSIONS

REMEMBER THE PILOT ...

Whether Rebel, Imperial, or Freelance, the *Star Wars* Galaxies Pilot knew freedom like few others in the galaxy, taking to the air and space in a myriad of iconic Star Wars ships. Pilots were known for flying daring combat missions, engaging enemy pilots in dogfights, and even tackling enemy capital ships in massive space battles.





PROFESSIONS

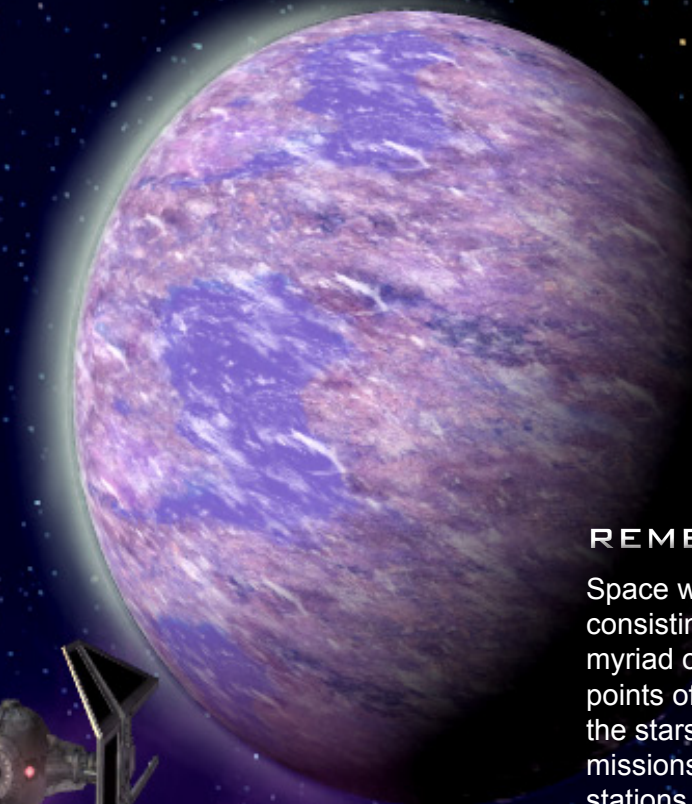
REMEMBER THE CHRONICLER ...

The *Star Wars* Galaxies Chronicler was a master of storytelling. Chroniclers did not just participate in others' stories, they created and told their own. Using the Chronicle System, chroniclers created their own quests. They had the power to specify objectives and create dialogue, to tell whatever stories they could imagine, and other players could complete the quests for special rewards.





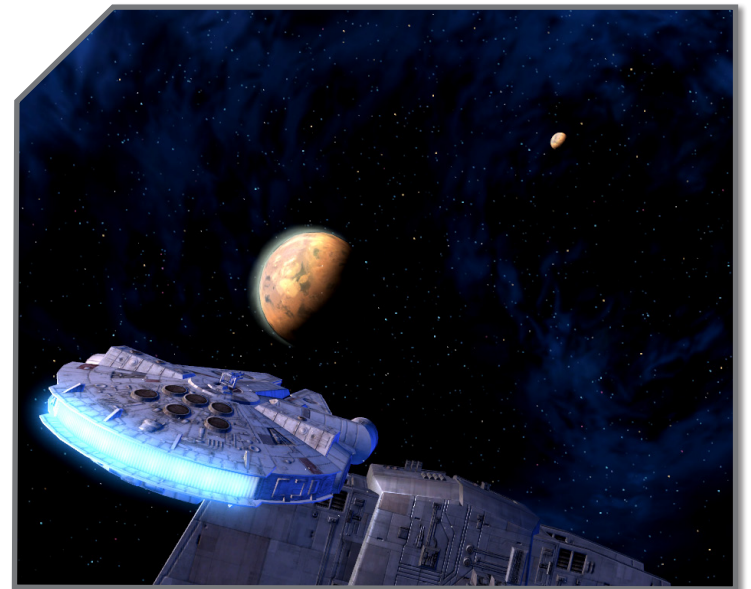
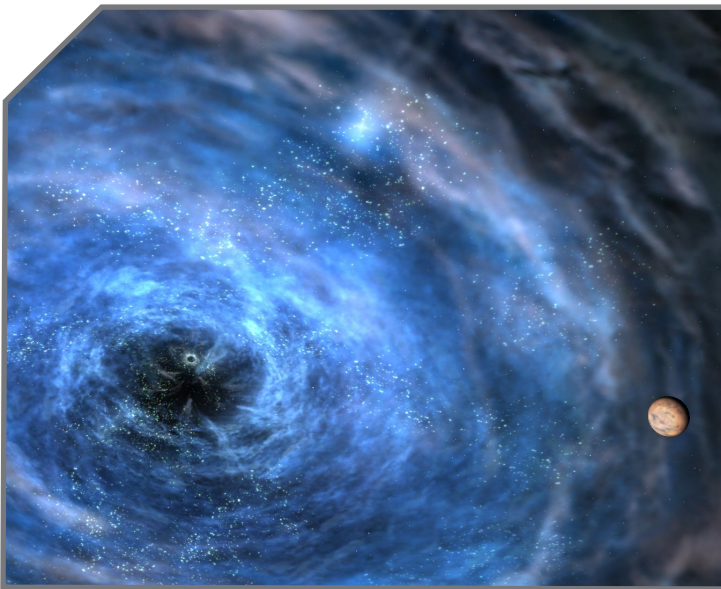
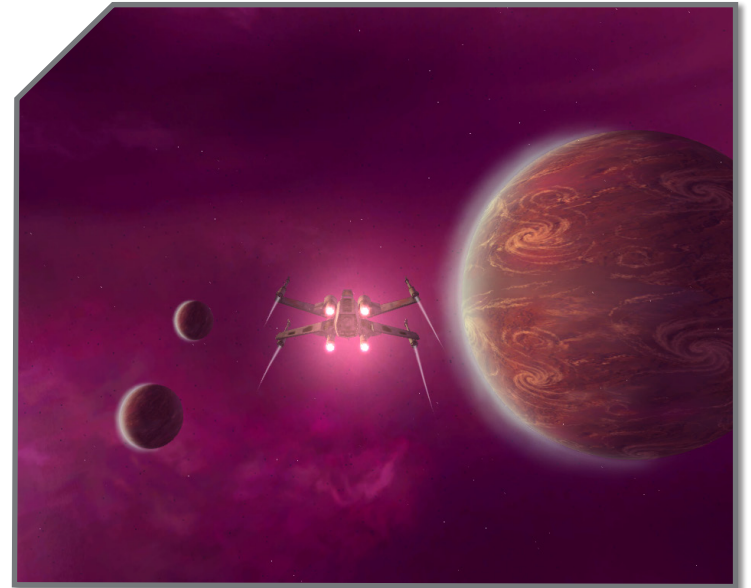
SPACE



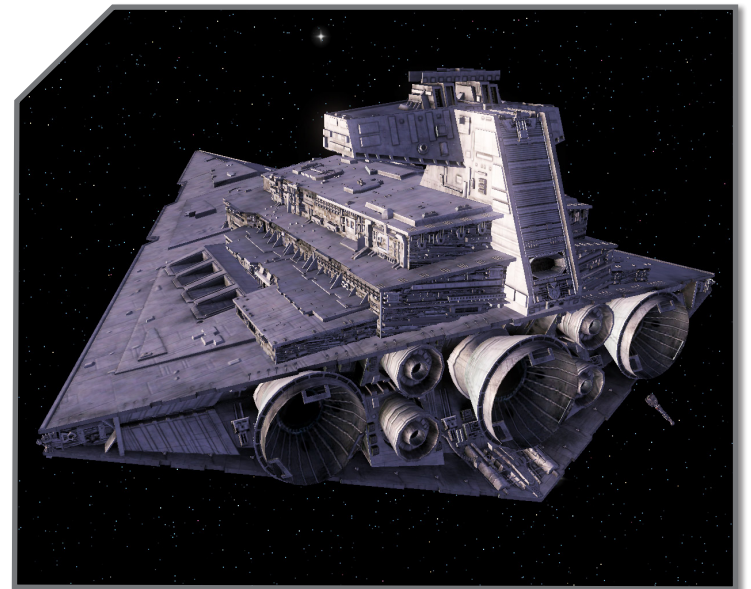
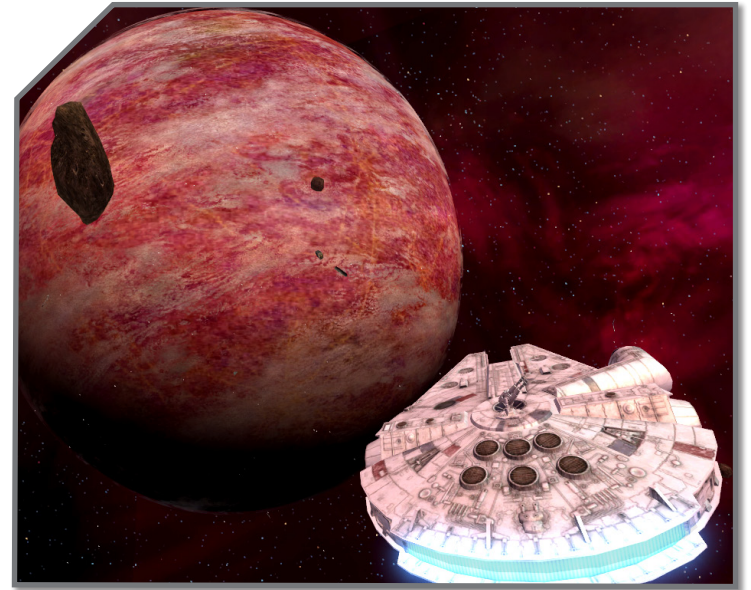
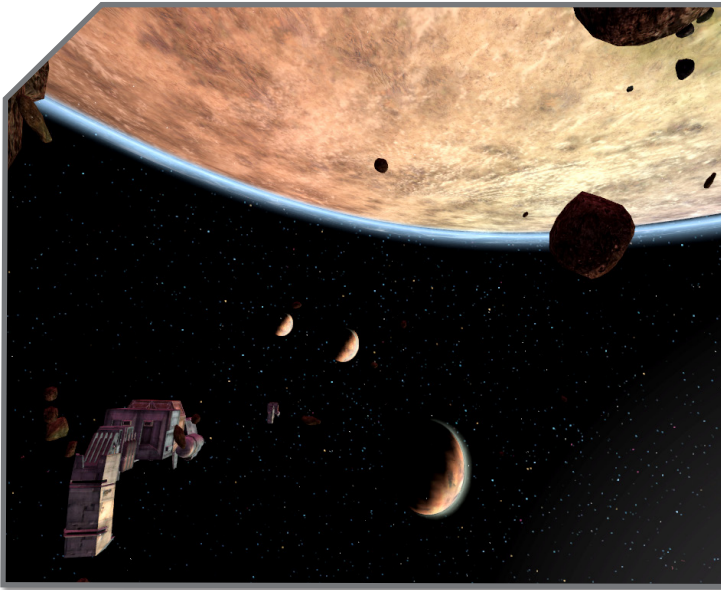
REMEMBER SPACE ...

Space was vast in *Star Wars Galaxies*, consisting of twelve systems and a myriad of planets, stations, and orbiting points of interest in the dark between the stars. Whether flying combat missions against Star Destroyers and stations in deep space or investigating wreckage, asteroids, outposts, or black holes, there was always something awe-inspiring to see.

SPACE

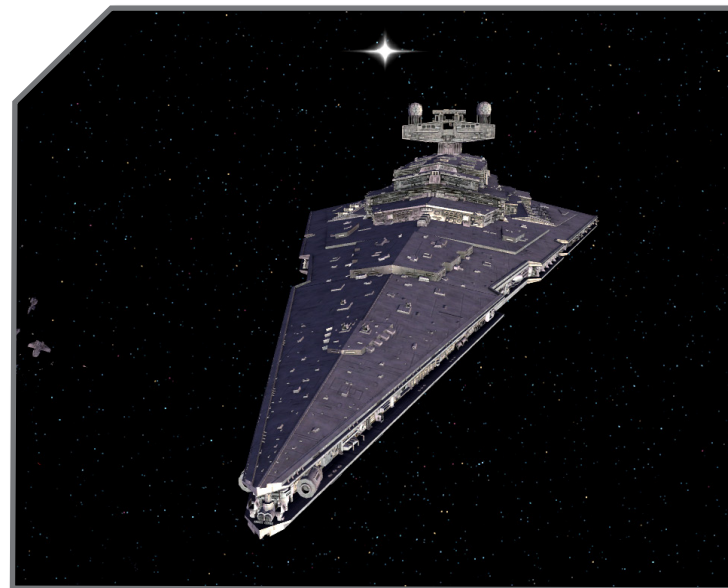
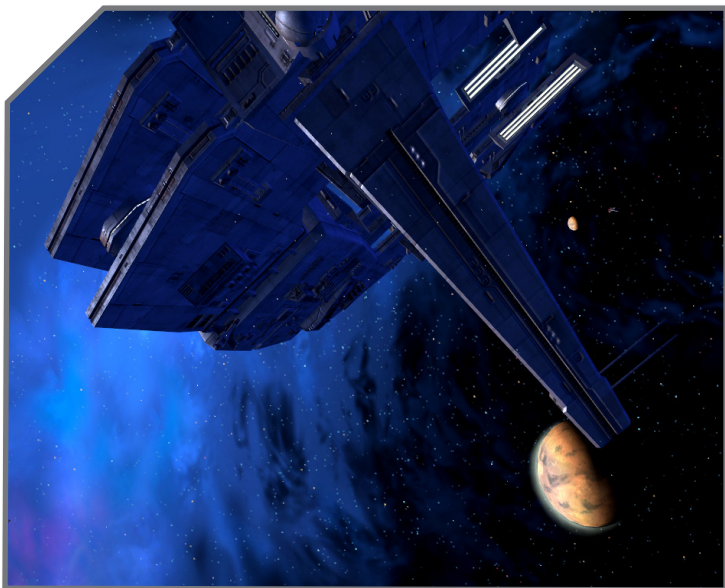
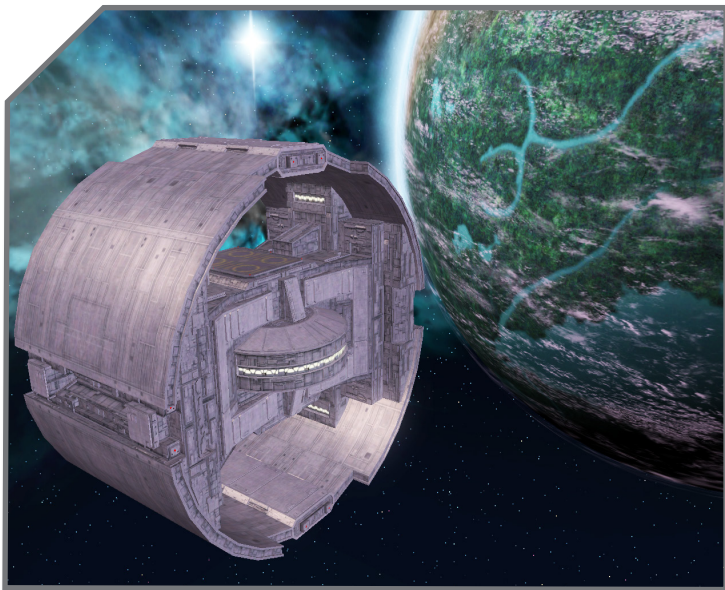


SPACE



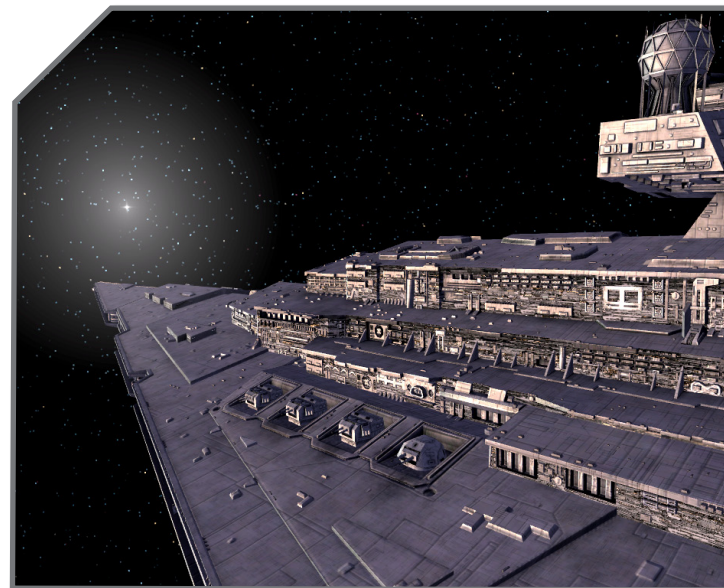
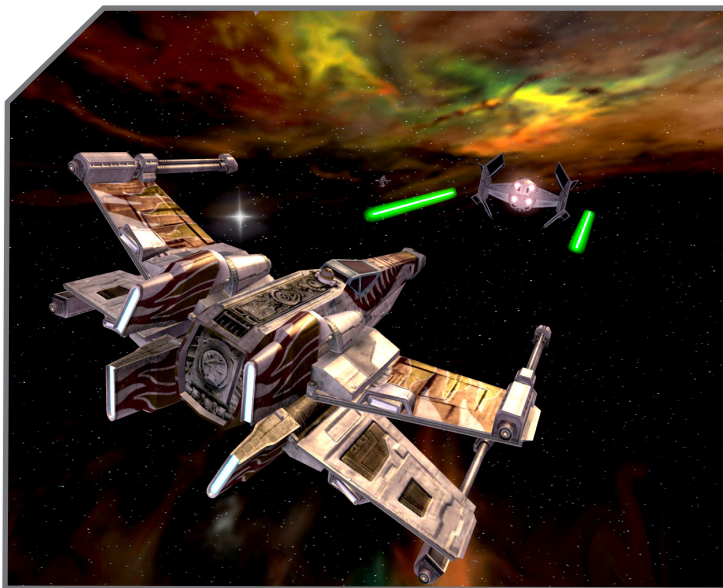
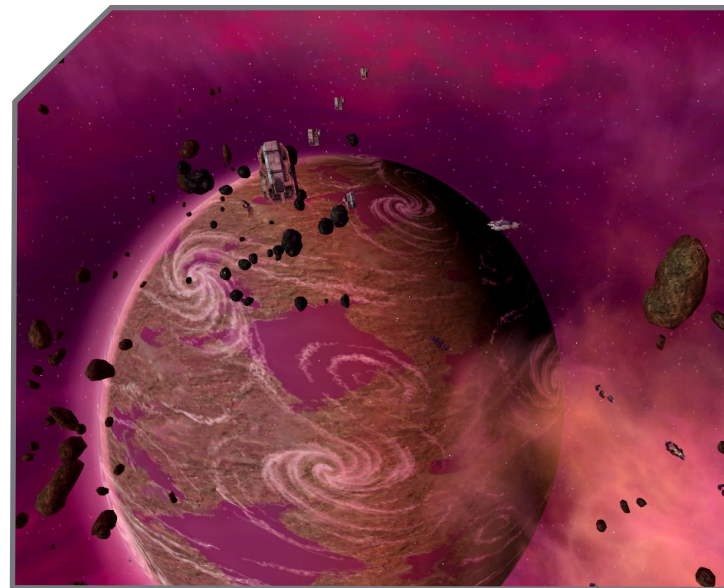
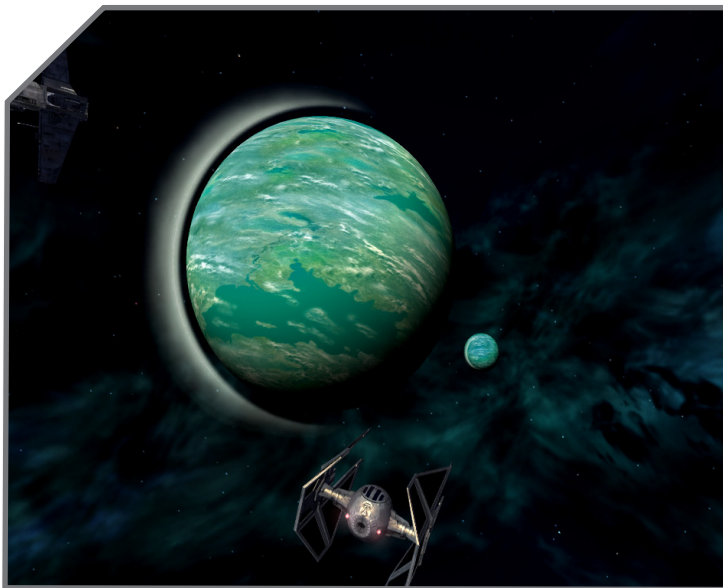


SPACE



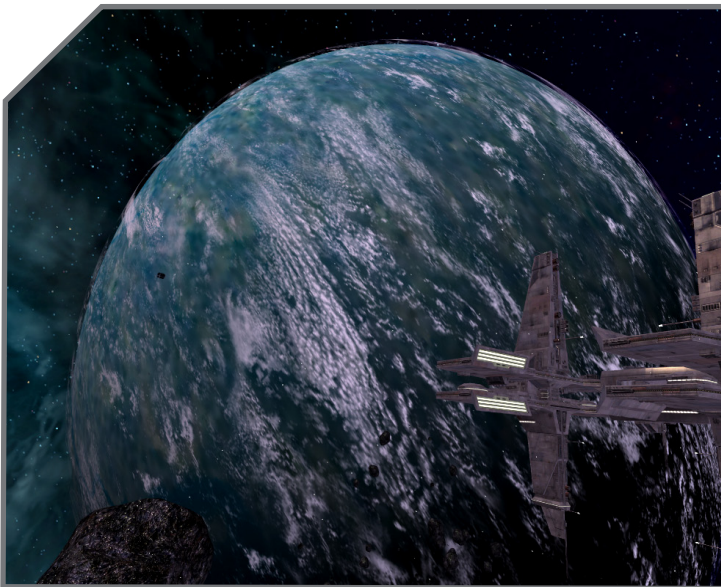


SPACE

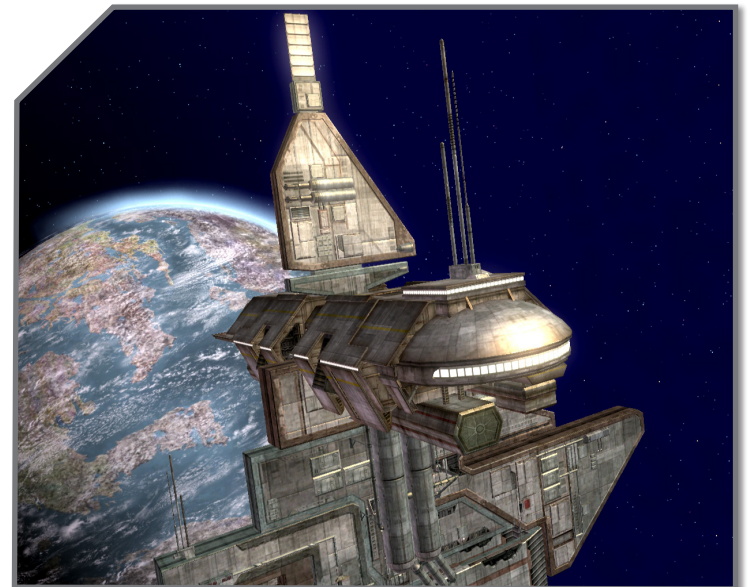




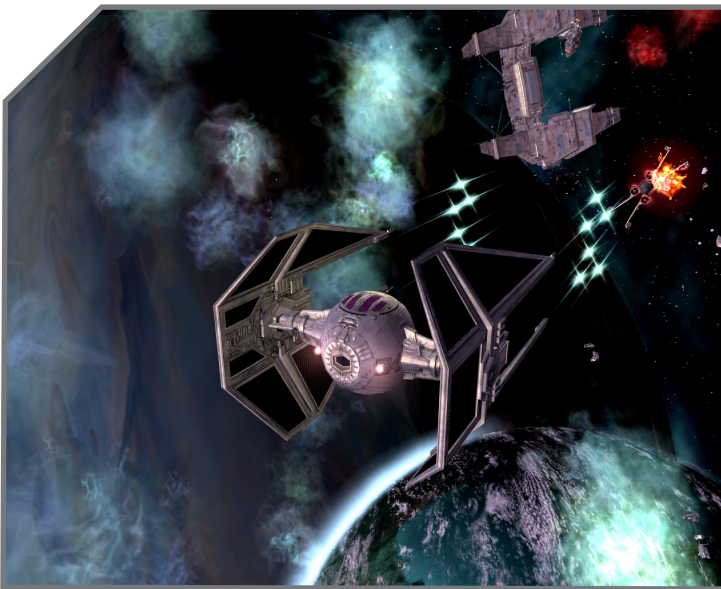
SPACE



SPACE



SPACE





SHIPS



REMEMBER THE SHIPS ...

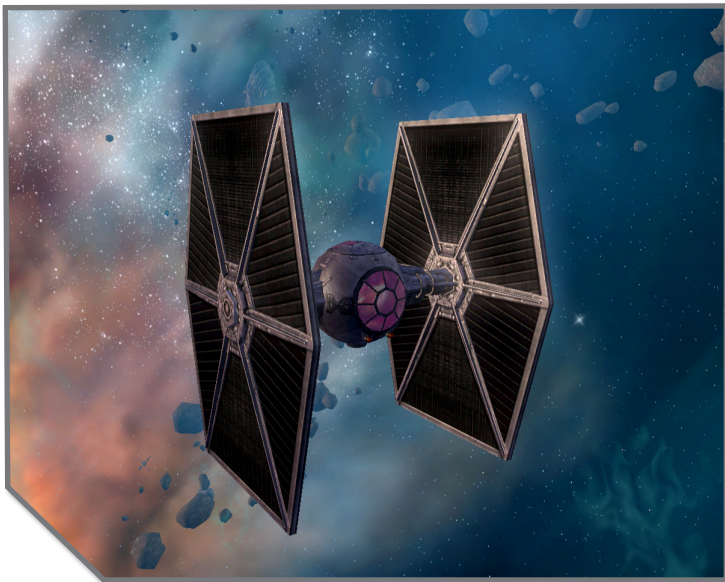
Space was nothing without a ship. Rebel, Imperial, or Freelance, Pilots had a wealth of ships at their disposal, and ample opportunity to customize and use them. Whether engaging in small ship to ship dogfights or massive space battles involving capital ships and fleets on either side, the action was intense. The kind and quality of your ship sometimes made all the difference.



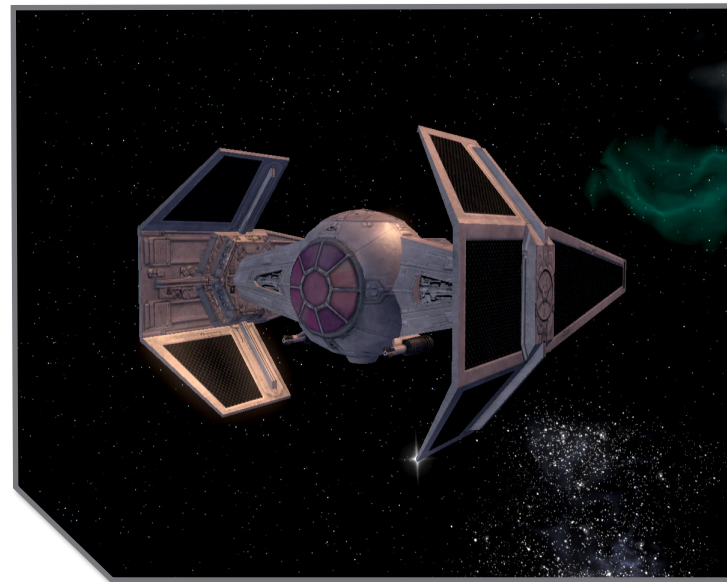
SHIPS

IMPERIAL SHIPS

TIE FIGHTER



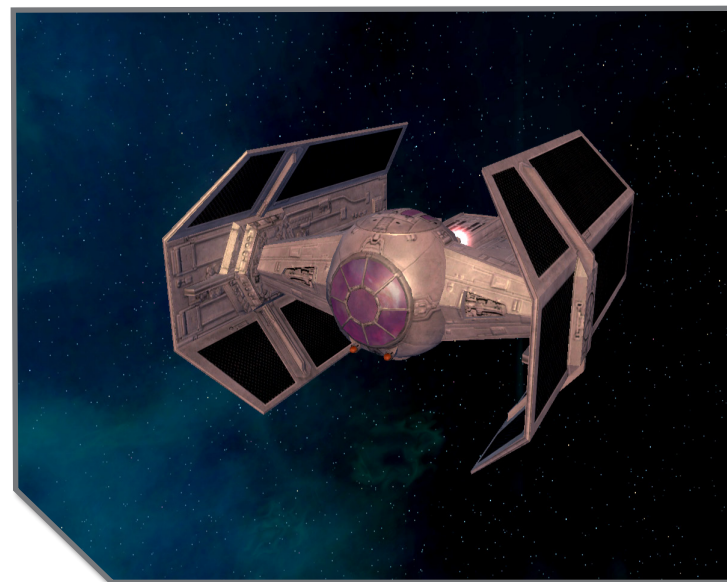
TIE AGGRESSOR



TIE INTERCEPTOR



TIE ADVANCED

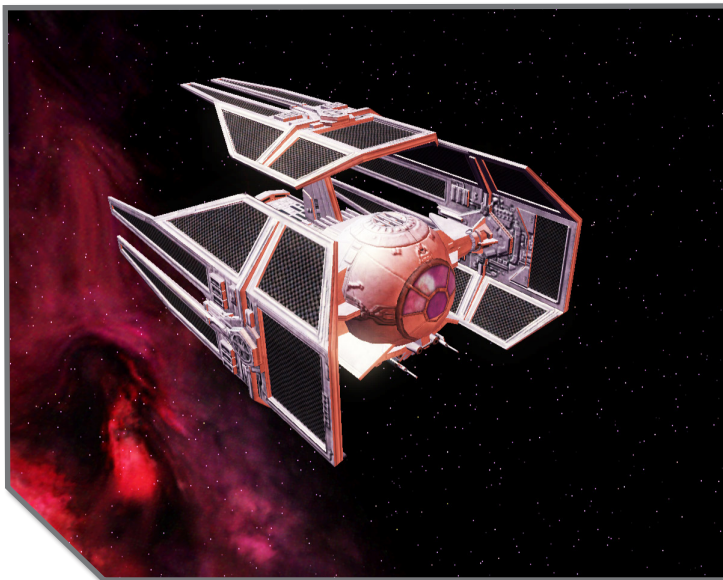




SHIPS

IMPERIAL SHIPS

TIE OPPRESSOR



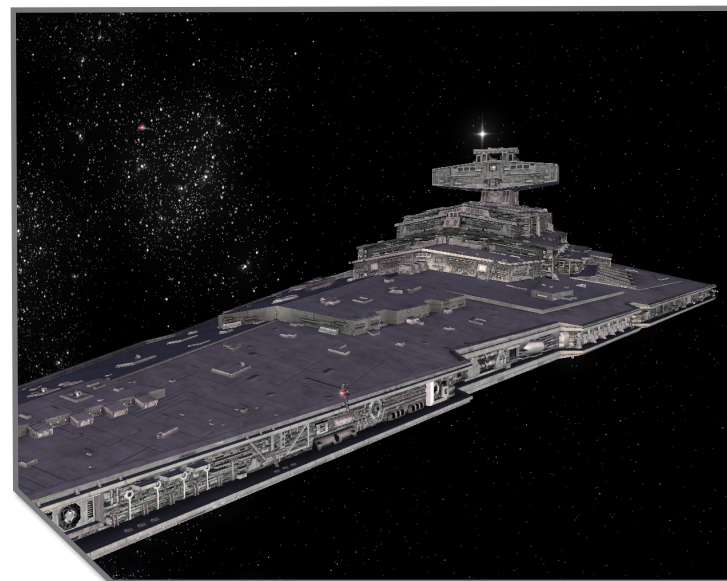
VT-49 DECIMATOR



TIE DEFENDER



IMPERIAL STAR DESTROYER

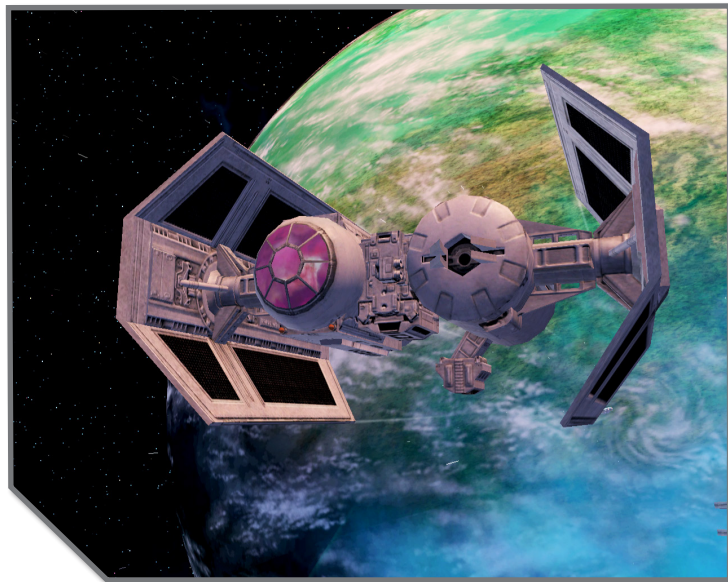




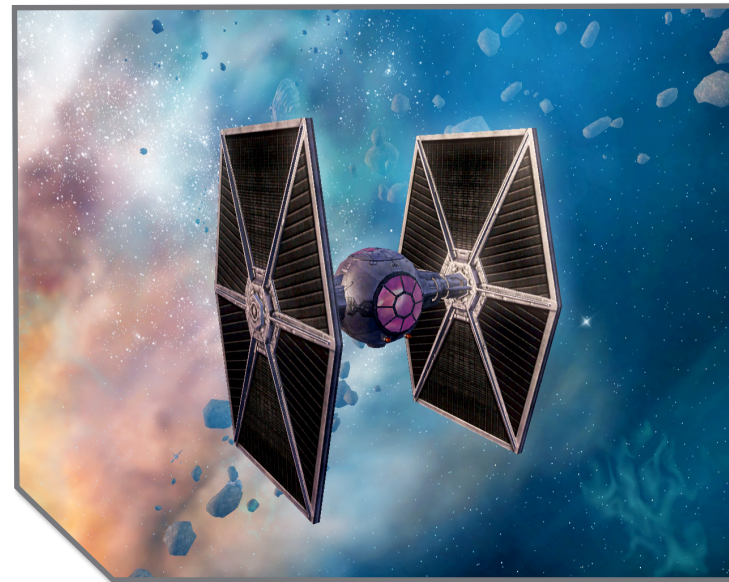
SHIPS

IMPERIAL SHIPS

TIE BOMBER



TIE/LN FIGHTER



ROYAL GUARD TIE INTERCEPTOR





SHIPS

REBEL SHIPS

A-WING



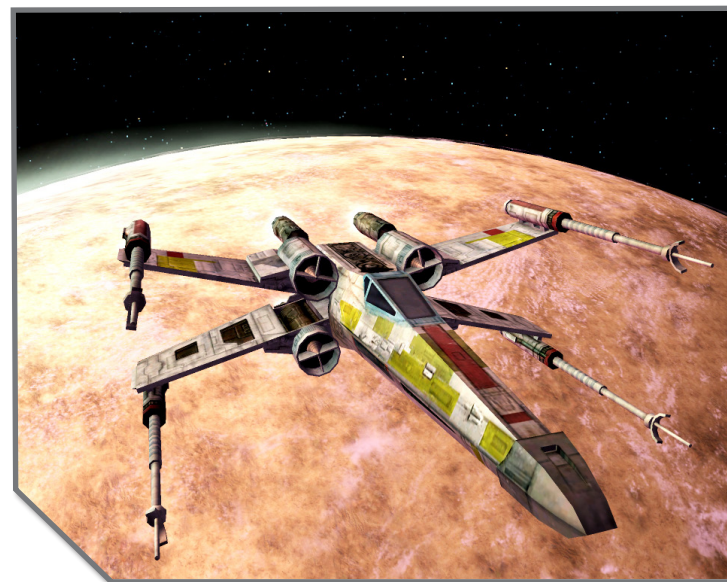
B-WING



Y-WING



X-WING





SHIPS

REBEL SHIPS

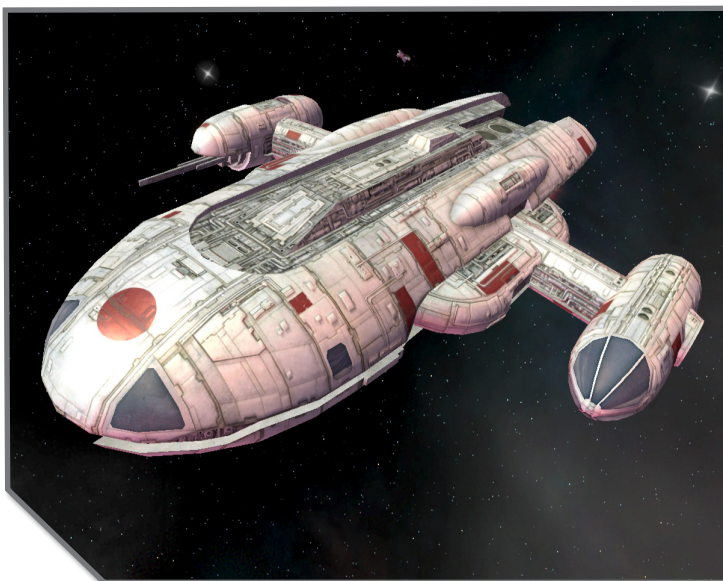
T-WING INTERCEPTOR



Z-95 HEADHUNTER



YKL-37R NOVA COURIER



INCOM X4 GUNSHIP





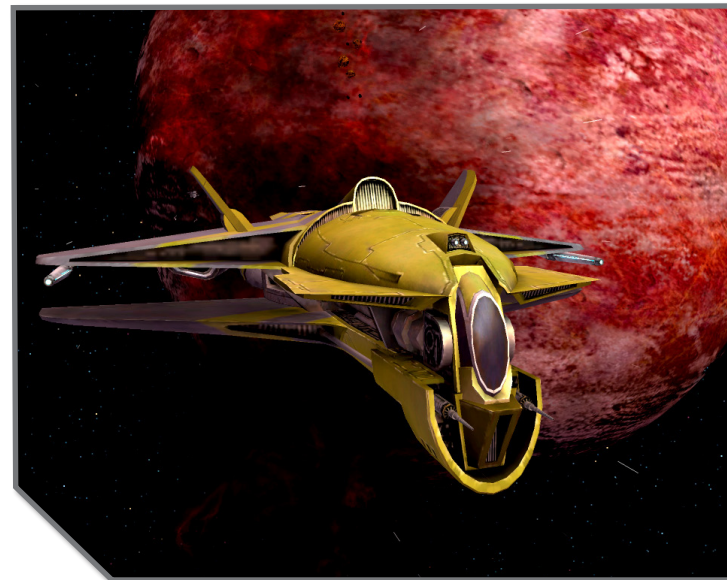
SHIPS

FREELANCE SHIPS (MANDALMOTORS)

G1-M4-C "DUNELIZARD" STARFIGHTER



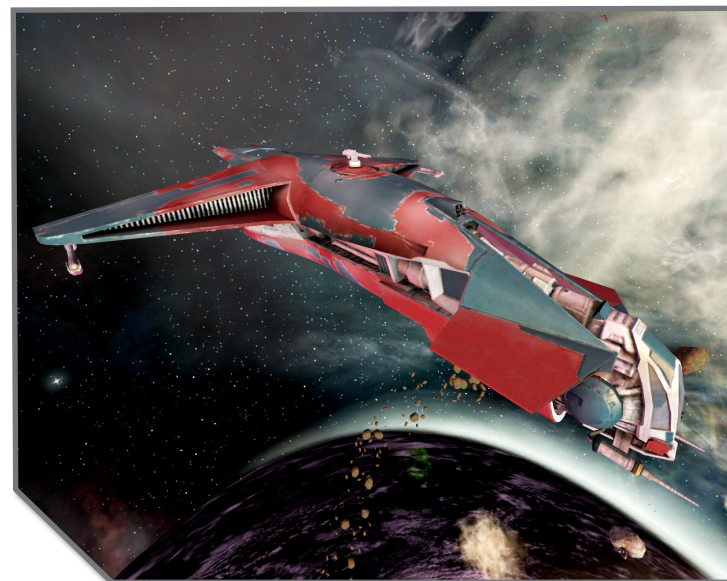
M12-L "KIMOGLA" STARFIGHTER



M3-A "SCYK" INTERCEPTOR



M21-T "KRAYT" GUNSHIP





SHIPS

FREELANCE SHIPS

"RIHKXYRK" ATTACK SHIP



"KIHRAXZ" ASSAULT FIGHTER



YT-1300



HAVOC STARFIGHTER

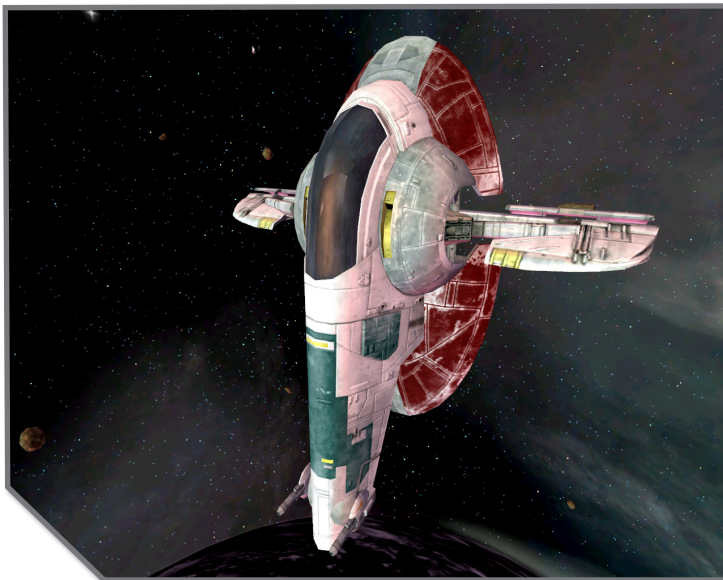




SHIPS

NEUTRAL SHIPS

KSE FIRESPRAY



BELBULLAB-22



ETA-2 ACTIS INTERCEPTOR



YT-2400

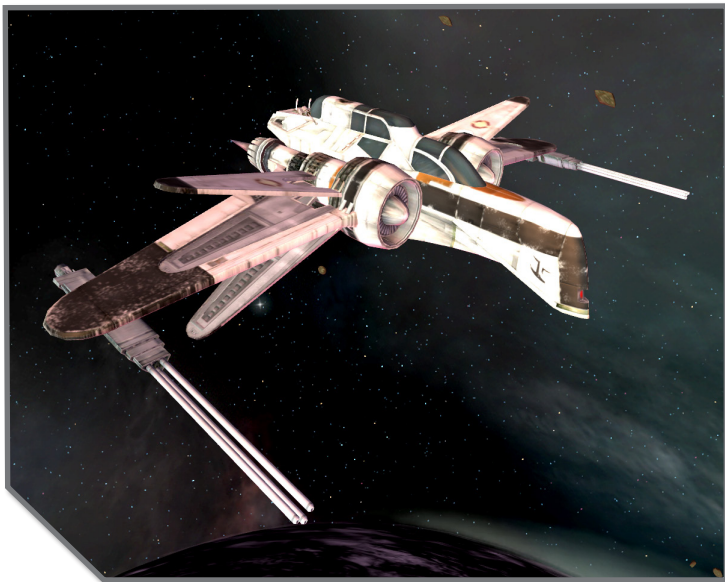




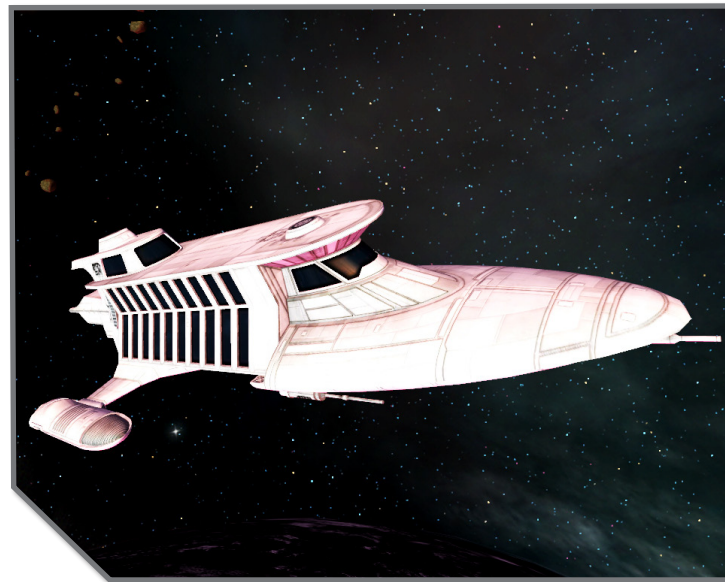
SHIPS

NEUTRAL SHIPS

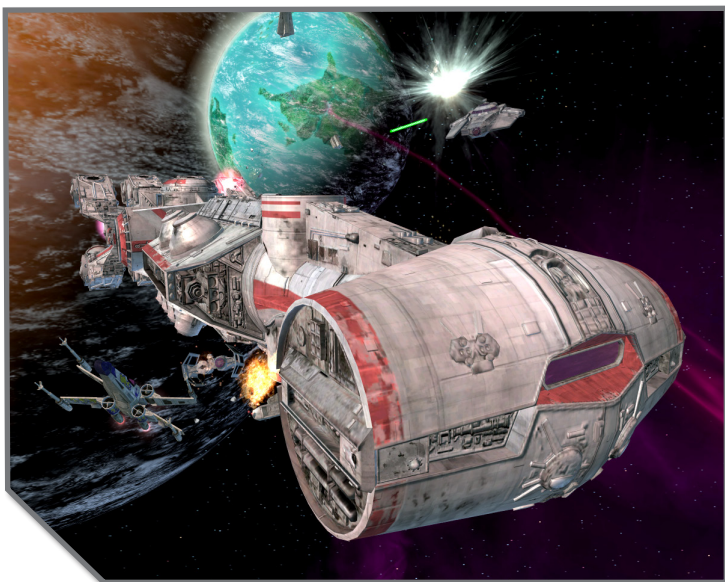
ARC-170



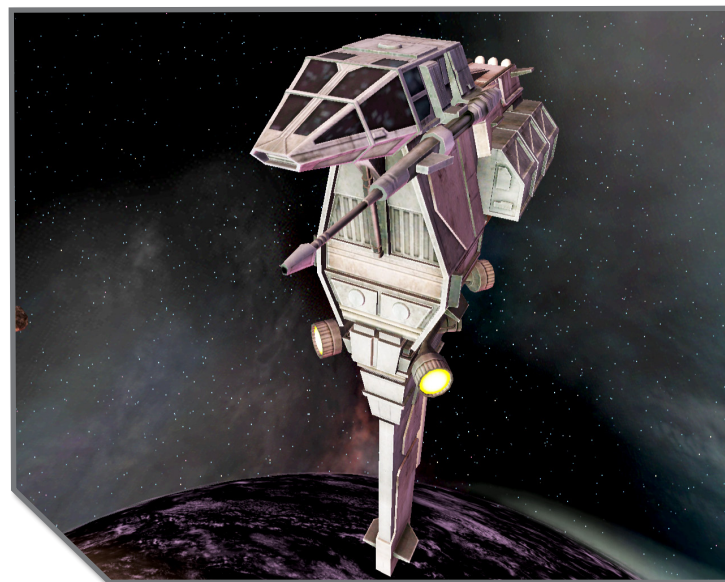
SOROSUUB LUXURY YACHT



CORELLIAN CORVETTE

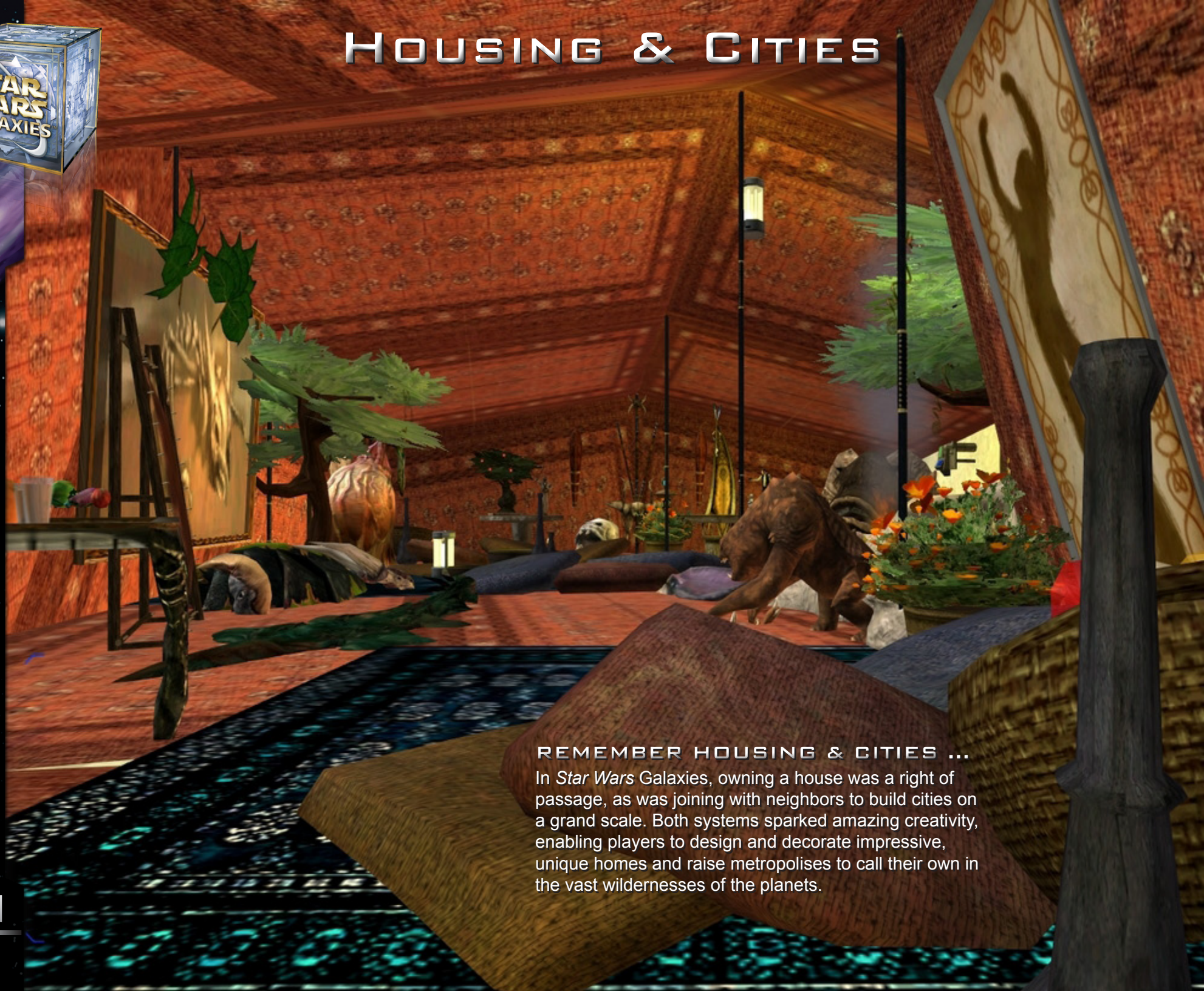


Y-8 MINING SHIP





HOUSING & CITIES



REMEMBER HOUSING & CITIES ...

In *Star Wars Galaxies*, owning a house was a right of passage, as was joining with neighbors to build cities on a grand scale. Both systems sparked amazing creativity, enabling players to design and decorate impressive, unique homes and raise metropolises to call their own in the vast wildernesses of the planets.



HOUSING & CITIES

REMEMBER THE HOUSES ...

Players could place houses virtually anywhere and use them to display their most prized possessions, including fantastic paintings, rare weapons, miniature ships, and a host of other items. What follows is a small taste of what was possible.





HOUSING & CITIES





HOUSING & CITIES

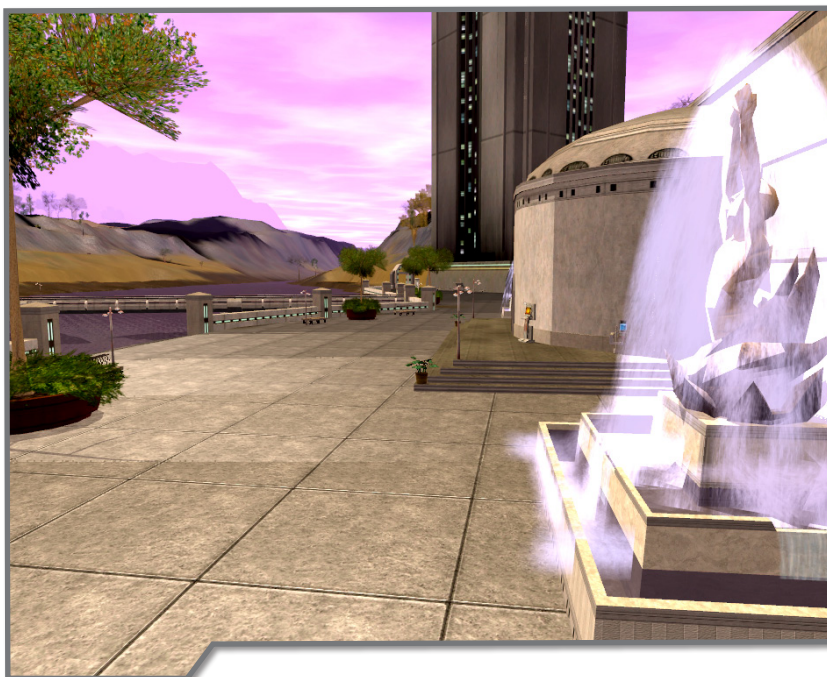
REMEMBER THE CITIES ...

Once a City Hall deed was placed, a city was created. Houses within its limits could join the city, and as cities grew in population they would also grow in rank, providing benefits and new options for its citizens. Eventually the Mayor could place civic structures, like banks and cloning facilities, and decorations, like fountains, streetlamps, or statues, so that with some effort cities grew to reflect their residents. Mayors strove to create cities with sound organization and remarkable beauty. What follows are some of the great cities in *Star Wars Galaxies*.





HOUSING & CITIES



THE GALACTIC SENATE



REMEMBER THE GALACTIC SENATE ...

The Galactic Senate was a group of players nominated by their peers to give the community a voice and representation. Experts in *Star Wars Galaxies*, Senators brought real change to the game and created a better gaming experience for everyone. A record of their service follows as a thank you to them and to everyone who supported them. You all helped make *Star Wars Galaxies* a very special place.



THE GALACTIC SENATE

FIRST SENATE

JULY 2007-JANUARY 2008

OFFICE	SENATOR
Beast Master	KrackenOne
Bounty Hunter	TuCheck
Commando	MasterCosmo
Domestic Goods	Onyx
Engineering	DrashK
Engineering	Rasal
Entertainer	Boscohark
Host	ImperialPilotCH
Imperial	Svlkie
Jedi	ArkonPhoenix
Legacy	Telexx
Legacy	MoyaWookiee
Legacy	Elyssa
Legacy	Khristen
Legacy	Marrow1
Legacy	Red-Dwarf
Legacy	Pawlin
Legacy	Darth_Sushi
Legacy	Tralmek
Legacy	Glzmo
Legacy	Martokk
Legacy	BadgerSmaker
Medic	PhiberOptic
Medic	DjSco
Munitions	Zion
Neutral	ThalDev
Officer	Fuelsean
Pilot	NarfBlinko

OFFICE	SENATOR
Player Association	IronChickenPro
Politician	Cigaran
Rebel	(Ace426) TUX
Roleplay/Events	Ionavalamari
Smuggler	-Firestar-
Spy	Tellahane
Spy	Eveas
Structures	SmokingFrog





THE GALACTIC SENATE

SECOND SENATE

JANUARY 2008-JULY 2008

OFFICE	SENATOR
Beast Master	KrackenOne
Bounty Hunter	Ezar
Commando	MasterCosmo
Domestic Goods	Onyx
Engineering	Rasal
Entertainer	Boscohark
Events	NebHuskerFan
Gameplay	BadgerSmaker
Imperial	Svlkie
Imperial	Versatti
Jedi	ArkonPhoenix
Medic	PhiberOptic
Munitions	Halcyon-Draconis
Munitions	LizzyD
Neutral	Glzmo
New Player	Jod_Iegemai
Officer	Fuelsean
Pilot	Danno13
Player Association	Cebot
Politician	Cigaran
Rebel	nebaf
Roleplay	KupyiLabe
Smuggler	-Firestar-
Smuggler	Vincent76
Spy	Eveas
Spy	TheRockStar
Structures	SmokingFrog
Testing	Red-Dwarf



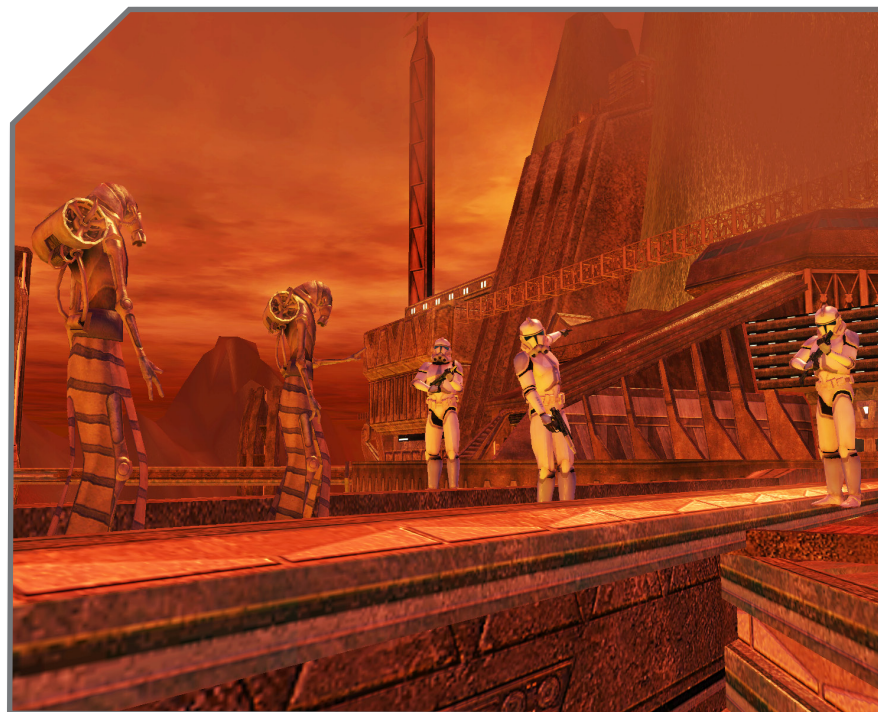


THE GALACTIC SENATE

THIRD SENATE

JULY 2008-JANUARY 2009

OFFICE	SENATOR
Beast Master	KrackenOne
Beast Master	Tessie
Bounty Hunter	Ezar
Bounty Hunter	YanusUlriksen
Commando	AnXieTyX
Domestic Goods	Onyx
Engineering	Rasal
Entertainer	NeillM
Events	Leyah
Gameplay	MasterCosmo
Imperial	Wulfman_GA
Jedi	Glzmo
Medic	Kay-Droma
Munitions	LizzyD
Munitions	Nebaf
Neutral	Boscohark
New Player	Jod_Iegemai
Officer	Bloodfin_Kilse
Pilot	Tralik33
Player Association	ZeridanShear
Politician	Cigaran
Rebel	(Ace426) TUX
Roleplay	Caerwynn
Roleplay	Tziena
Smuggler	Vincent76
Spy	PeasantMagic
Structures	andhanni
Testing	Red-Dwarf





THE GALACTIC SENATE

FOURTH SENATE

JANUARY 2009-JULY 2009

OFFICE	SENATOR
Beast Master	Jeremonster
Bounty Hunter	shibishomefry
Commando	AnXieTyX
Domestic Goods	Onyx
Engineering	Rasal
Entertainer	Ikewe
Events	Jod_legemai
Gameplay	Aucka
Gameplay	Vincent76
Imperial	Wulfman_GA
Jedi	Glzmo
Medic	ponaif
Medic	DrDista
Munitions	Nebaf
Neutral	Lord_Bane
New Player	Lasod
Officer	eargosedown
Pilot	MasterTexiria
Player Association	ZeridanShear
Politician	Cigaran
Rebel	(Ace426) TUX
Roleplay	Tziena
Smuggler	Iheamylap
Spy	PeasantMagic
Structures	andhanni
Testing	Red-Dwarf





THE GALACTIC SENATE

FIFTH SENATE

JULY 2009-JANUARY 2010

OFFICE	SENATOR
Beast Master	Jeremonster
Bounty Hunter	ILLFACE
Chronicles	Leyah
Commando	Warr'arri
Domestic Goods	Onyx
Engineering	Rasal
Engineering	Sambril
Entertainer	Ikewe
Events	Jod_Iegemai
Gameplay	Eveas
Imperial	Matt_NZ
Jedi	Glzmo
Medic	JiveTalk
Munitions	Rokn
Neutral	Lord_Bane
New Player	Lasod
Officer	TheDrallSlayer
Pilot	MasterTexiria
Player Association	ZeridanShear
Politician	Cigaran
Rebel	Inat-Mivea
Roleplay	Tziena
Smuggler	Iheamylap
Spy	PeasantMagic
Structures	andhanni
Testing	Red-Dwarf





THE GALACTIC SENATE

SIXTH SENATE

JANUARY 2010-JULY 2010

OFFICE	SENATOR
Beast Master	LollipopDoc
Bounty Hunter	ILLFACE
Chronicles	Leyah
Commando	-Redmeck-
Commando	MasterCosmo
Domestic Goods	Onyx
Engineering	Rasal
Engineering	Sambril
Entertainer	Ikewe
Events	Jod_legemai
Gameplay	Eveas
Imperial	Matt_NZ
Jedi	ShelbyF
Medic	Rhelex
Munitions	Rokn
Neutral	Glzmo
New Player	Lasod
Officer	eargosedown
Officer	Furris
Pilot	MasterTexiria
Player Association	ZeridanShear
Politician	Cigaran
Rebel	KrackenOne
Roleplay	Trixie9819
Smuggler	Tralita_tsunami
Spy	PeasantMagic
Structures	andhanni
Testing	Red-Dwarf





THE GALACTIC SENATE

SEVENTH SENATE

JULY 2010-JANUARY 2011

OFFICE	SENATOR
Beast Master	LollipopDoc
Bounty Hunter	Nemikahnz
Chronicles	=Cirem=
Commando	MasterCosmo
Domestic Goods	Onyx
Engineering	Sambril
Entertainer	Boscohark
Events	Jod_legemai
Gameplay	Vincent76
Imperial	Matt_NZ
Jedi	ShelbyF
Medic	Willbur
Munitions	Rokn
Neutral	CeigeMaraj
New Player	Lasod
Officer	eargosedown
Officer	Furris
Pilot	MasterTexiria
Player Association	ZeridanShear
Politician	Cigaran
Rebel	KrackenOne
Roleplay	Trixie9819
Smuggler	Tralita_tsunami
Spy	PeasantMagic
Structures	andhanni
Testing	Darev





THE GALACTIC SENATE

EIGHTH (FINAL) SENATE

JANUARY-DECEMBER 2011

OFFICE	SENATOR
Beast Master	LollipopDoc
Bounty Hunter	Nemikahnz
Chronicles	=Cirem=
Commando	MasterCosmo
Domestic Goods	Onyx
Engineering	Sambril
Entertainer	Boscohark
Events	Jod_legemai
Gameplay	Tiars
Imperial	Matt_NZ
Jedi	ShelbyF
Medic	Willbur
Munitions	Rokn
Neutral	CeigeMaraj
New Player	Lasod
Officer	eargosedown
Officer	Furris
Pilot	MasterTexiria
Player Association	ZeridanShear
Politician	Cigaran
Rebel	KrackenOne
Roleplay	Trixie9819
Smuggler	Tralita_tsunami
Spy	PeasantMagic
Structures	andhanni
Testing	Darev



The logo for Star Wars Galaxy's Edge, featuring the words "STAR WARS" in a bold, yellow, blocky font with a black outline, and "GALAXIES" in a smaller, white, sans-serif font below it. The text is set against a background of a blue and white space-themed pattern, possibly representing a star map or a nebula.



In August 2008, the *Star Wars* Galaxies Trading Card Game launched, bringing *Star Wars* Galaxies to life in new ways. The strategic trading card game offered unique *Star Wars* gameplay and added new items to the *Star Wars* Galaxies MMO through rare loot cards. It also brought a tremendous amount of impressive *Star Wars* artwork to players. What follows is a sampling of some of that amazing artwork from all eight card sets.



IX

CHAMPIONS OF THE FORCE



IX

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BLASTER REFLECTIVE PALMS





IX

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DARK JEDI



IX

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DARTH VADER



IX

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FRAGMENTATION GRENADE





IX

119

KRAYT DRAGON



IX

120

LUKE SKYWALKER







IX

123

RACHI SITRA



IX

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ROYAL IMPERIAL GUARD



IX

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SECOND WIND



IX

126

UPRISING



SQUADRONS OVER CORELLIA™

IX







IX

130

DARTH VADER





IX

132

EMPEROR PALPATINE



IX

133

FALLING LEAF



IX

134

HAN SOLO



IX

135

JABBA THE HUTT



IX

136

KSE FIRESPRAY



IX

137

MILLENNIUM FALCON







IX

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RED 5



GALACTIC HUNTERS

IX

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IX

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4-LOM



IX

143

BLASTWAVE



IX

144

BOBA FETT



IX

145

BOSSK



IX

146

BULL RANCOR



IX

147

CHEWBACCA



IX

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CHO MAI JUNG MA







IX

151

EXAR KUN



IX

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IG-88





AGENTS OF DECEPTION



IX

155

AMBUSH THEM!





IX

157

BIB FORTUNA



IX

158

BLACKGUARD



IX

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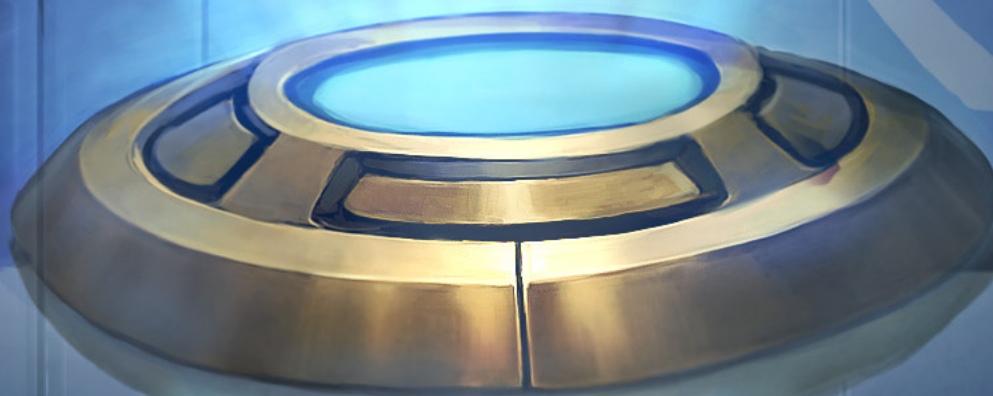
BLACKHOLE



IX

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CLOAK OF HATE





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162

FORCE INSENSITIVE





IX

164

HEAVY ORDNANCE



IX

165

MARA JADE



IX

166

ORBITAL STRIKE



IX

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ORDER 66



THE SHADOW SYNDICATE





IX

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419TH INFANTRY BRIGADIER



IX

170

AT-ST



IX

171

BLOCKADE





IX

173

BREAKTHROUGH



IX

174

CONTROL THE FORCE

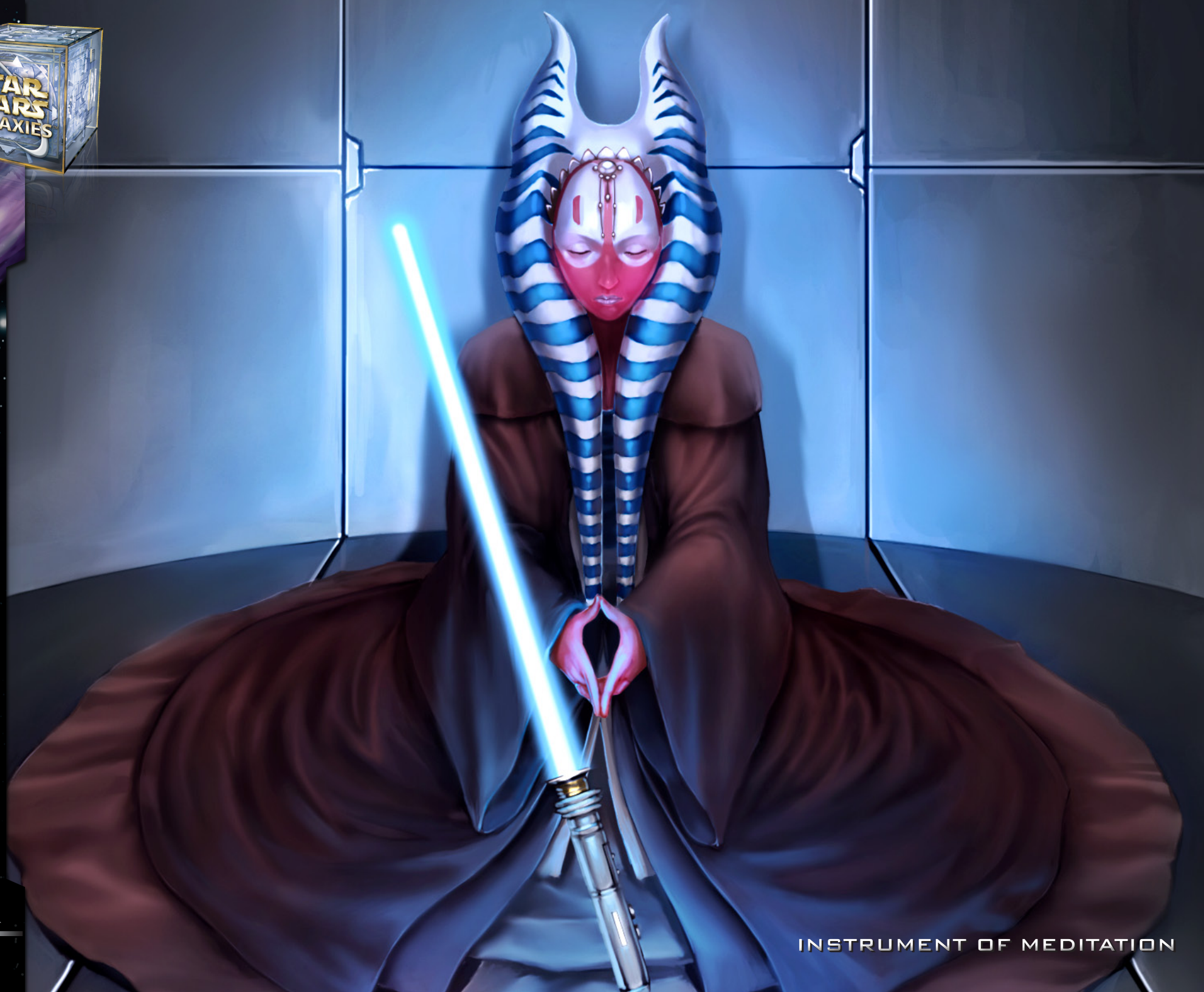


IX

175

DASH RENDAR









IX

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KNOW VICTORY



IX

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LUKE SKYWALKER AVATAR





THE NIGHTSISTER'S REVENGE



IX

183

BLIZZARD FORCE



IX

184

CARLIST RIEKAN



IX

185

CHEWBACCA











IX

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NAMMAN CHA









IX

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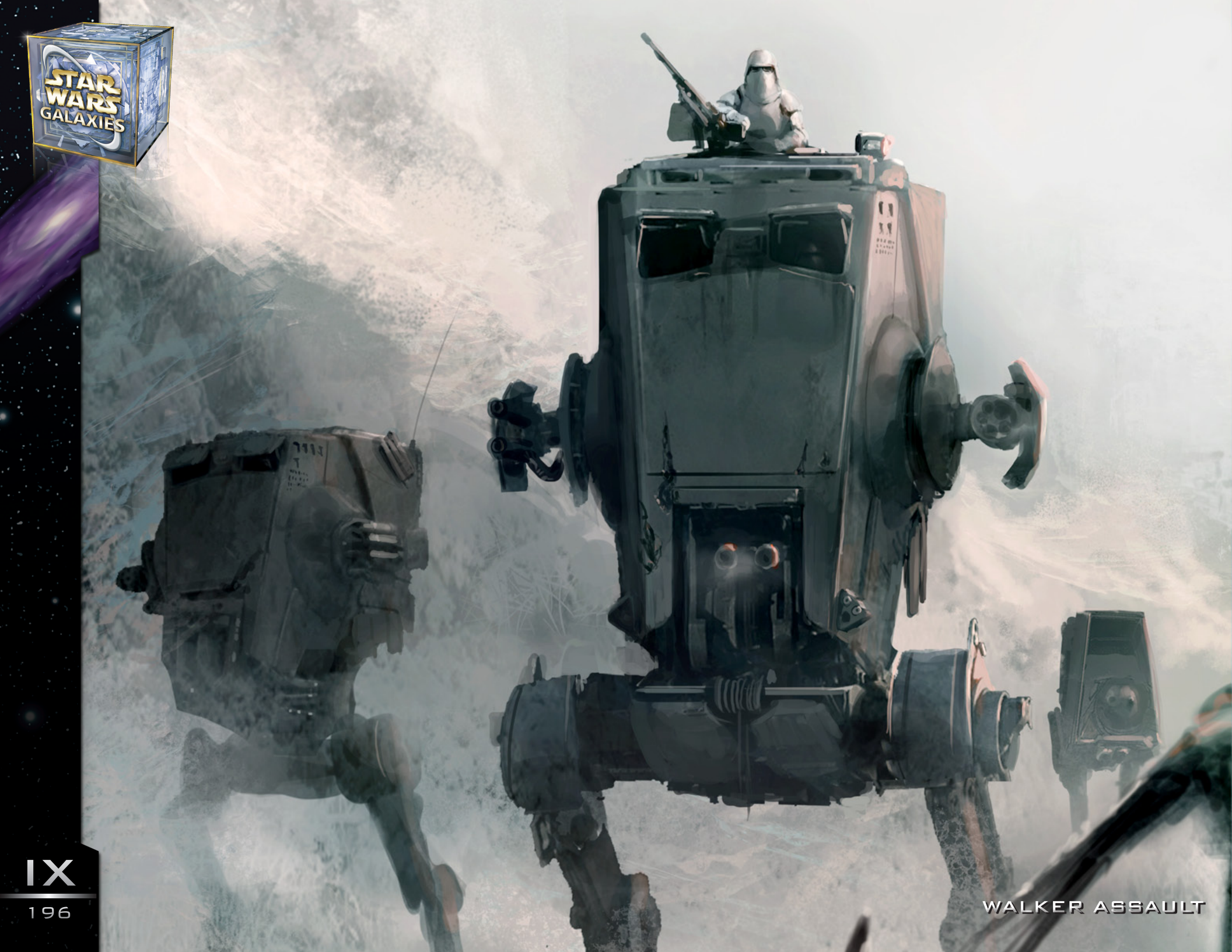
SNOWTROOPER CAPTAIN



IX

195

SPIDERCLAN PROTECTOR





IX

197

THREAT OF THE CONQUEROR





IX

199

DARTH VADER



IX

200

DEMOLITION



IX

201

DISARMING SLASH



IX

202

DUELIST STANCE



IX

203

IMPERIAL NAVY COMM CHIEF



IX

204

JETPACK



IX

205

LEIA ORGANA



IX

206

LORD OF THE SITH





IX

208

OPPRESSOR FLAMETHROWER



IX

209

TRIALS OF THE BLACKGUARD





THE PRICE OF VICTORY

IX

211



IX

212

ASTEROID FIELD



IX

213

BLIZZARD 1



IX

214

DARK TIME



IX

215

DEFLECTOR SHIELD



IX

216

HAN AND LEIA



IX

217

IMPOSING DEFENSE









IX

221

NOT YET



IX

222

OBI-WAN KENOBI

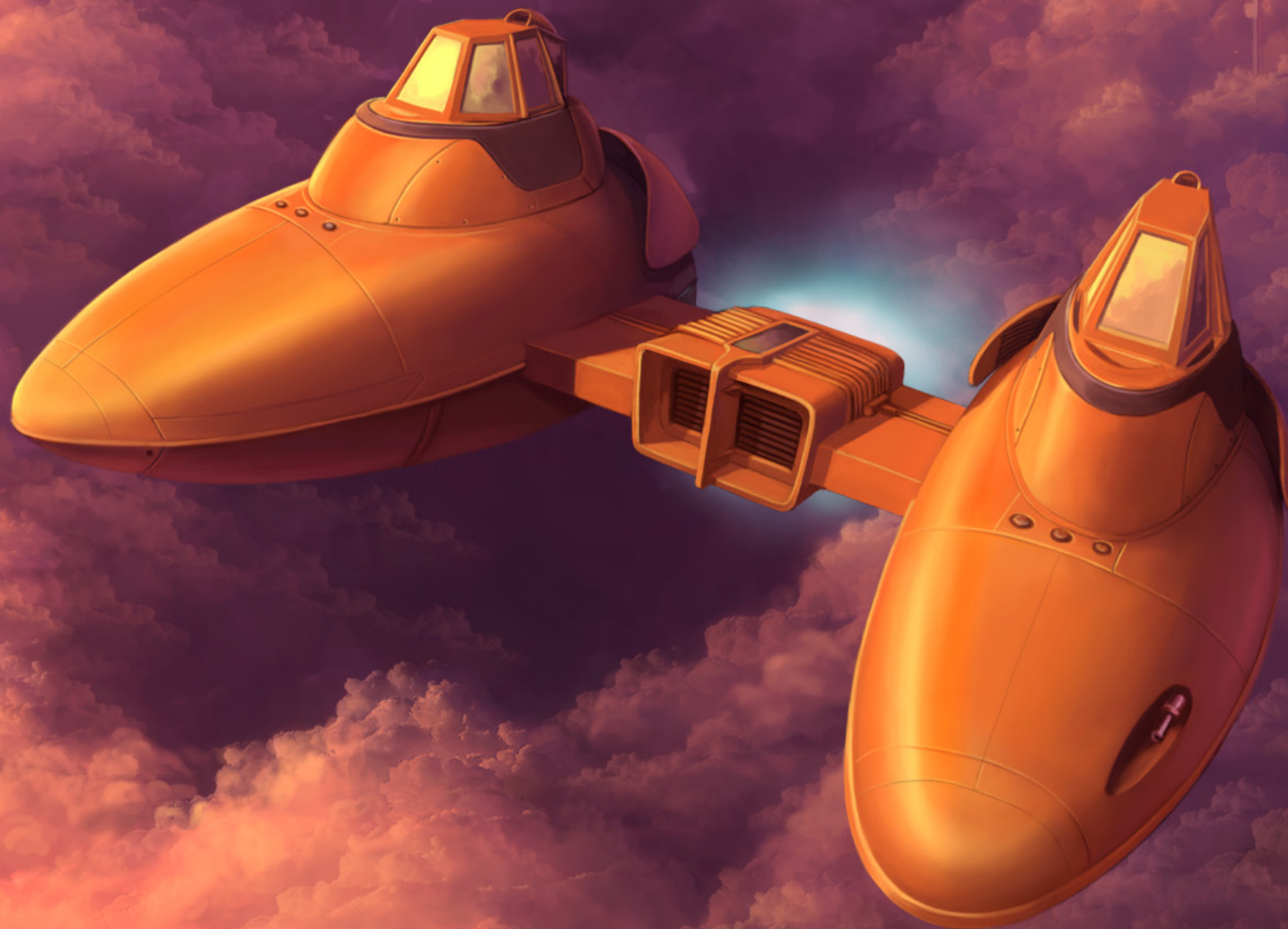




IX

224

ROGUE GUNNER









GALACTIC CIVIL WAR



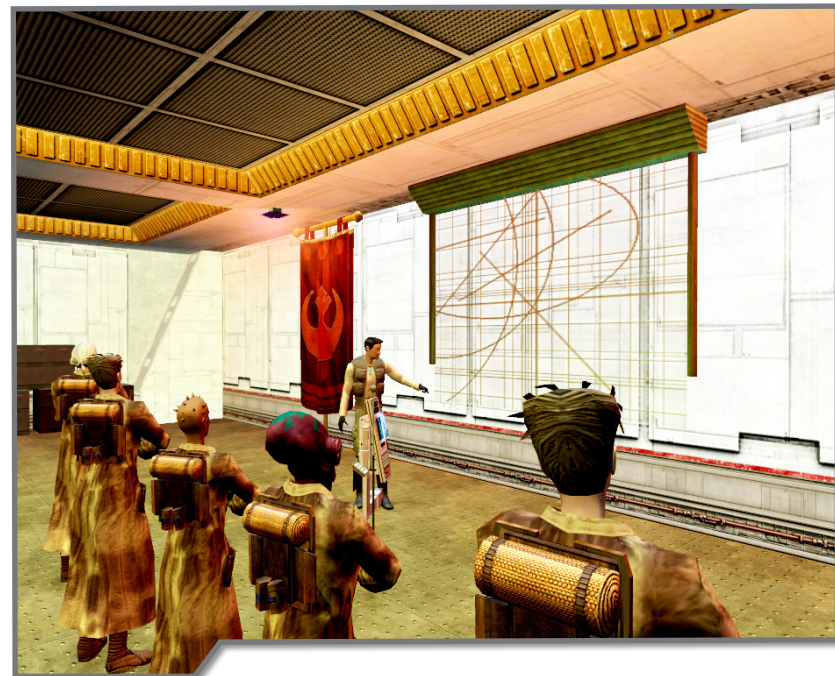
REMEMBER THE GALACTIC CIVIL WAR ...

The Galactic Civil War raged as the background to everything in *Star Wars Galaxies*. No place in the galaxy was too remote and no person too small not to feel the ongoing effects of the conflict between the Rebellion and the Empire. The war was fought by troops on the ground and by pilots in space. Players declared Rebel or Imperial and sought to give their side the upper hand in the war by capturing territory, cities, and bases, earning rank and rewards for their efforts.



GALACTIC CIVIL WAR

Most infamous of battles and battlefields was the Battle of Restuss. Once a charming city on Rori, Restuss was destroyed in a massive battle. Its ruins became a never-silent focal point in the war, drawing forces from both sides, day and night.





GALACTIC CIVIL WAR





GALACTIC CIVIL WAR





THE END



XI

233





REMEMBER THE END ...

All things end, even wars that seem eternal and worlds that seem forever. In *Star Wars Galaxies*, the Galactic Civil War rose to a climactic and catastrophic end. Escalating conflict led both sides to throw everything they had into the war. The Empire began constructing a second Death Star in the skies over Endor and moved the Imperial Fleet into striking distance of many strategic Rebel outposts. The Rebellion scrambled fighters to match as word of the Death Star spread. Reinforcements in the form of elite strike teams were dispatched throughout the galaxy and cities on both sides of the conflict saw the start of civilian raids.



In the end, the final battle was as terrible as it was swift. Intense fighting broke out on Endor, Naboo, and Corellia. In a matter of months, the stalemate had broken and the fate of the galaxy had been decided.

If you were on galaxies Ahazi, Bloodfin, Chilastra, or Sunrunner, turn to page 243 for Imperial Victory.

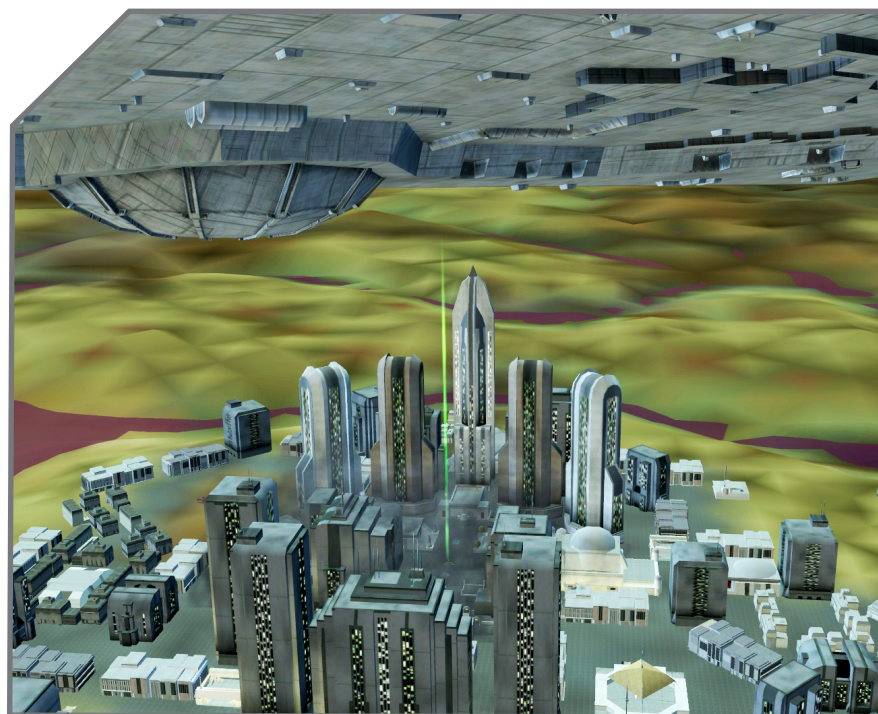
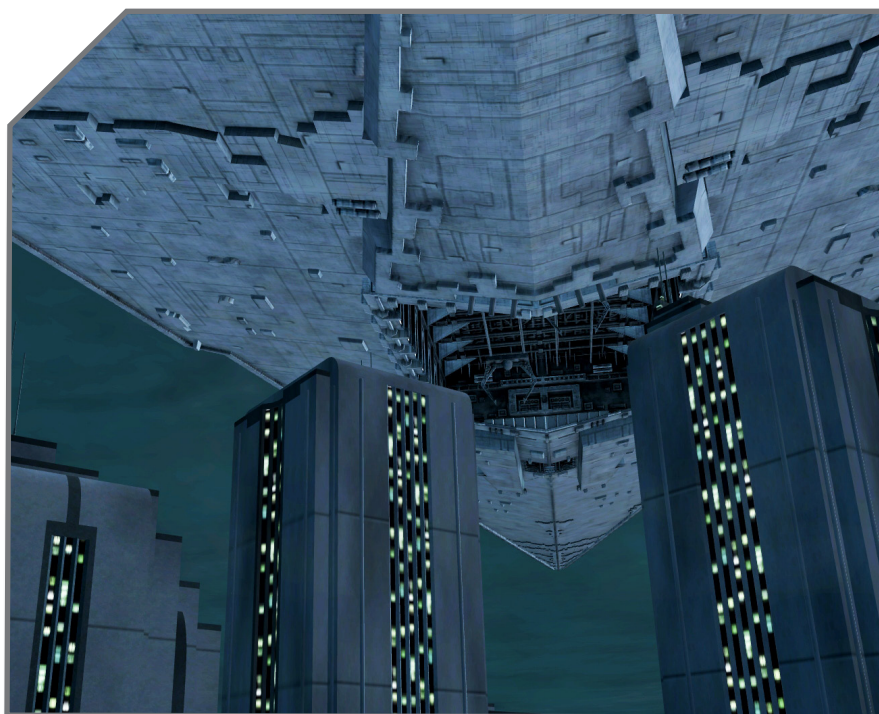
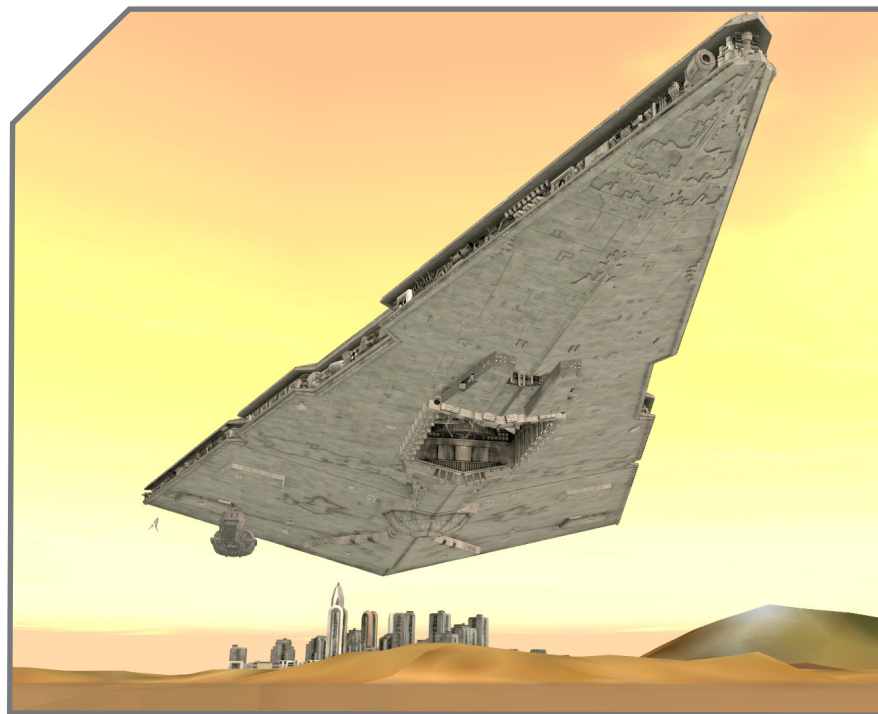
If you were on galaxies Bria, Chimaera, Eclipse, FarStar, Flurry, Gorath, Radiant, Shadowfire, or Starsider, turn to page 246 for Rebel Victory.



THE END

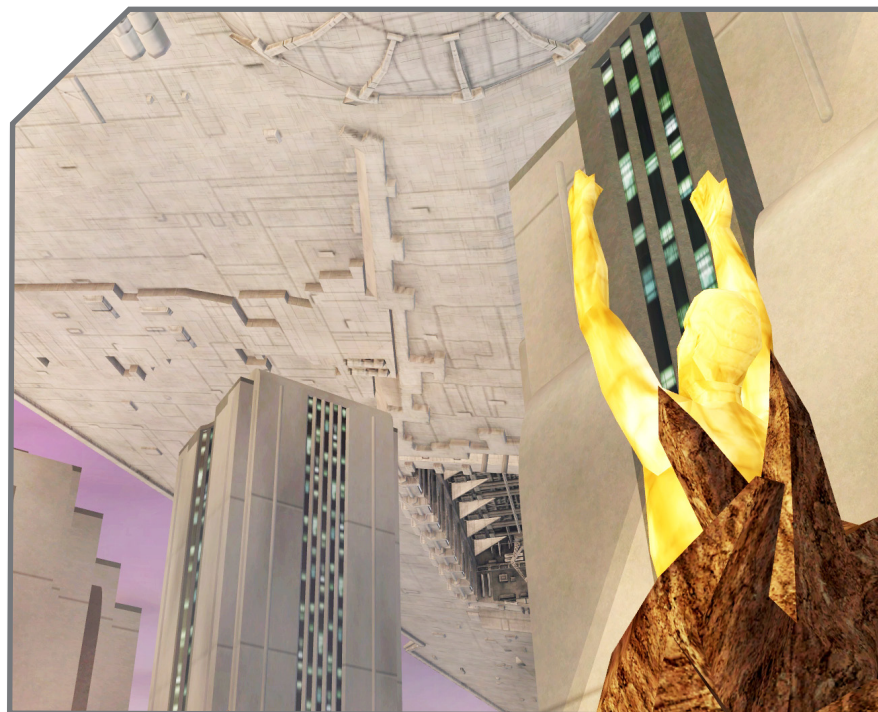
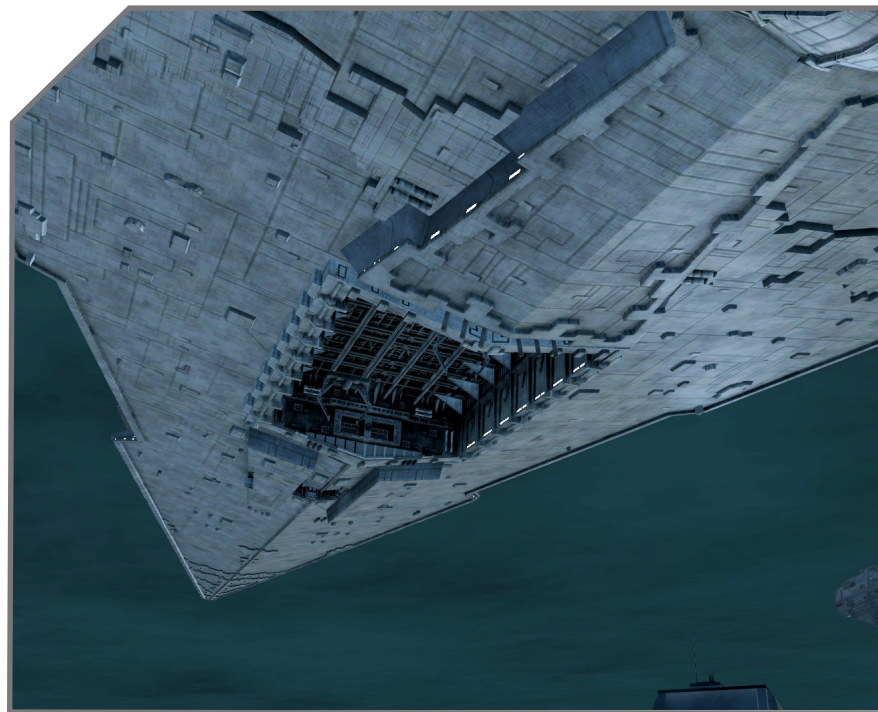
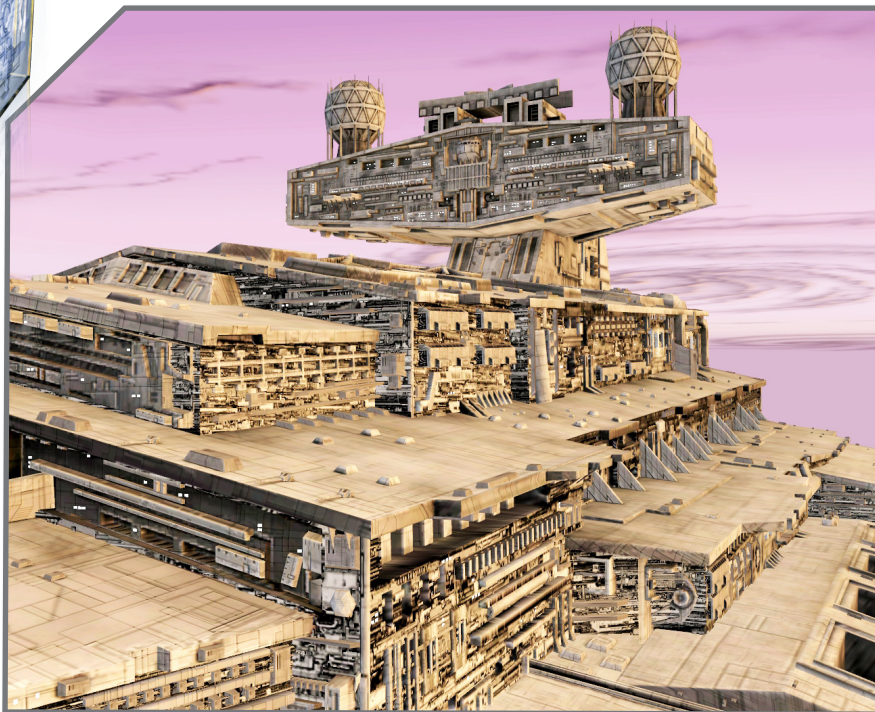
CORELLIA

The Imperial Fleet arrived in force over the city of Coronet on Corellia, seeking to put an end to the Rebellion once and for all.





THE END





THE END

NABOO

The bravest pilots and soldiers in the Rebellion sought to strike a decisive blow against the Empire, invading the city of Theed on Naboo.





THE END





THE END

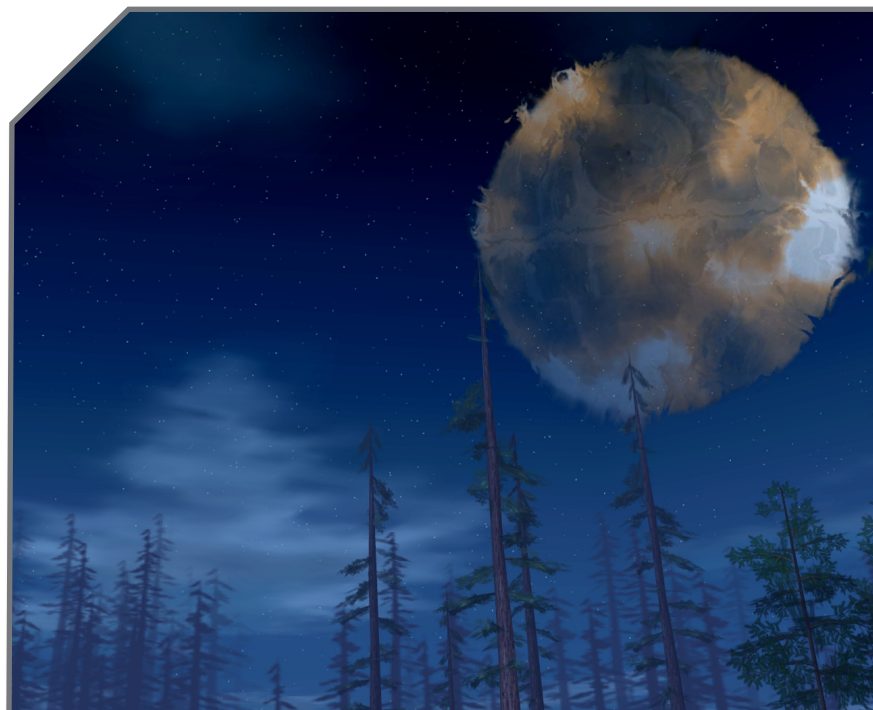
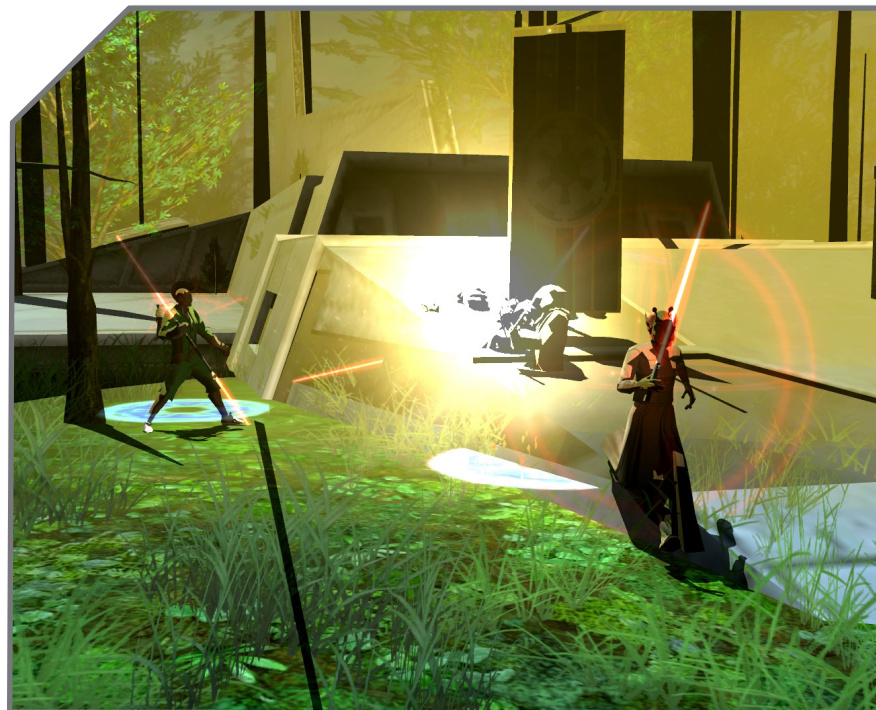
ENDOR

Imperial engineers worked tirelessly to make the Death Star operational in the sky over Endor, all while Rebel saboteurs clashed with Imperial defenses at the shield generator protecting the station on the forest moon below.





THE END

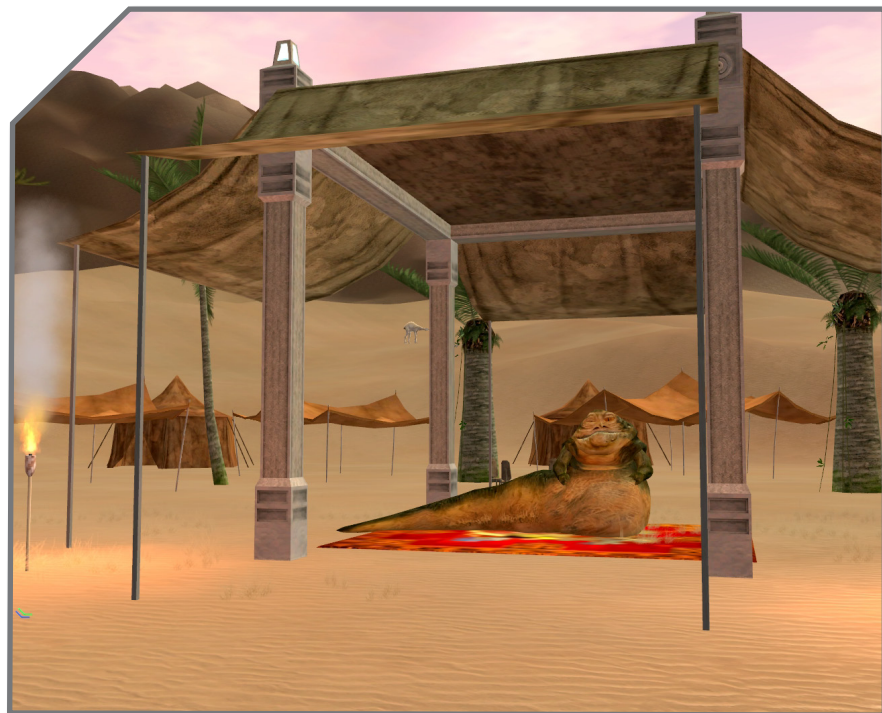




THE END

TATOOINE

For those less interested in war and more interested in spending good time with friends, Jabba the Hutt hosted a great celebration for everyone on Tatooine.





THE END

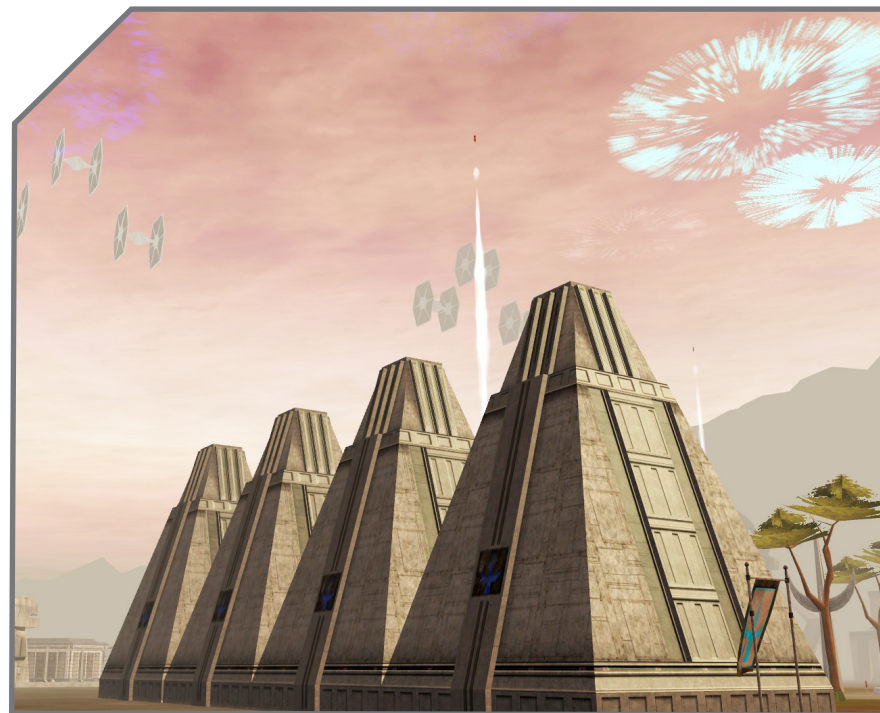




THE END

IMPERIAL VICTORY

In the galaxies of Ahazi, Bloodfin, Chilastra, and Sunrunner, the Empire defeated the Rebellion once and for all. The final blows came at last from the Death Star, like mighty strokes of fate, decimating the Rebel forces when it became operational. Imperial defenses on the ground at Endor held, and when word of the victory spread, the fighting on Naboo and Corellia quickly turned into a rout.

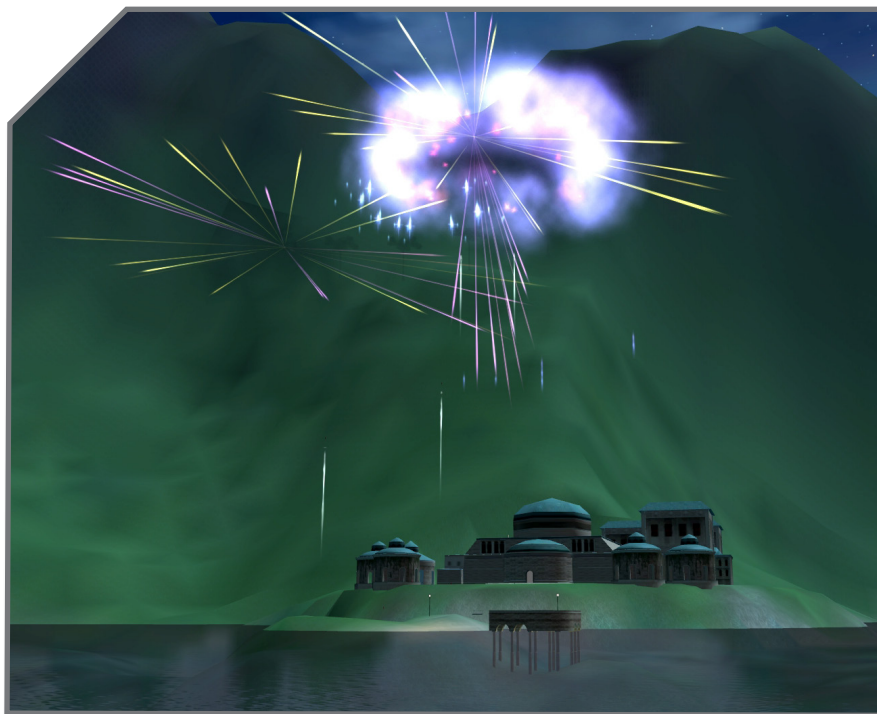
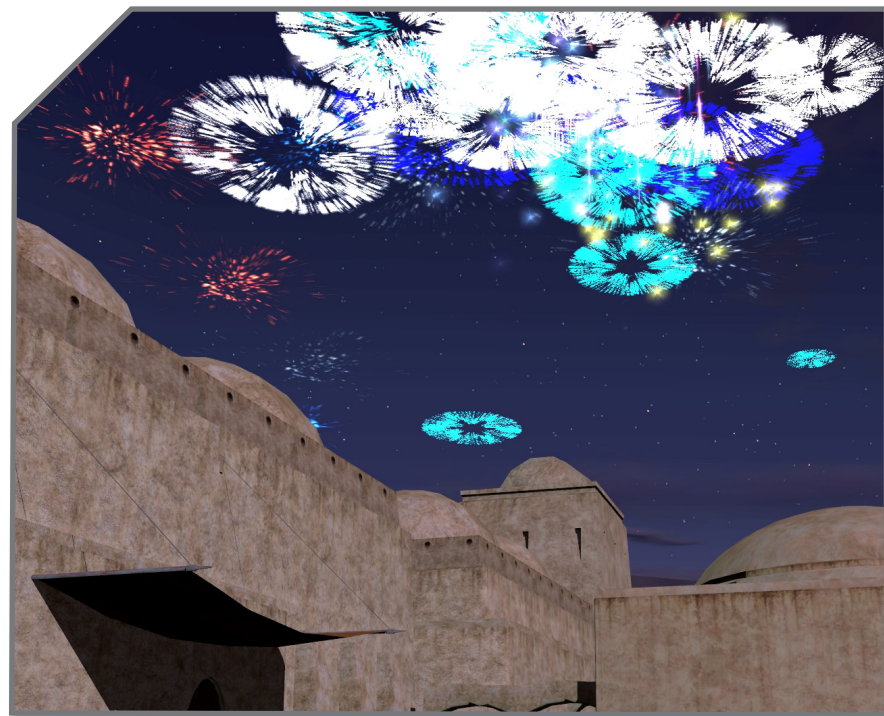




THE END

Rebel ships and bases were destroyed in a torrent of green fire, blasted from space much as Alderaan had been so many years before. Of them and their Rebellion, nothing remained.

The Imperial armies and civilians celebrated on their own planets, bowing low to the triumphant Darth Vader and Emperor Palpatine, though even in celebration and victory there seemed to be something off, some darkness, some shadow waiting.

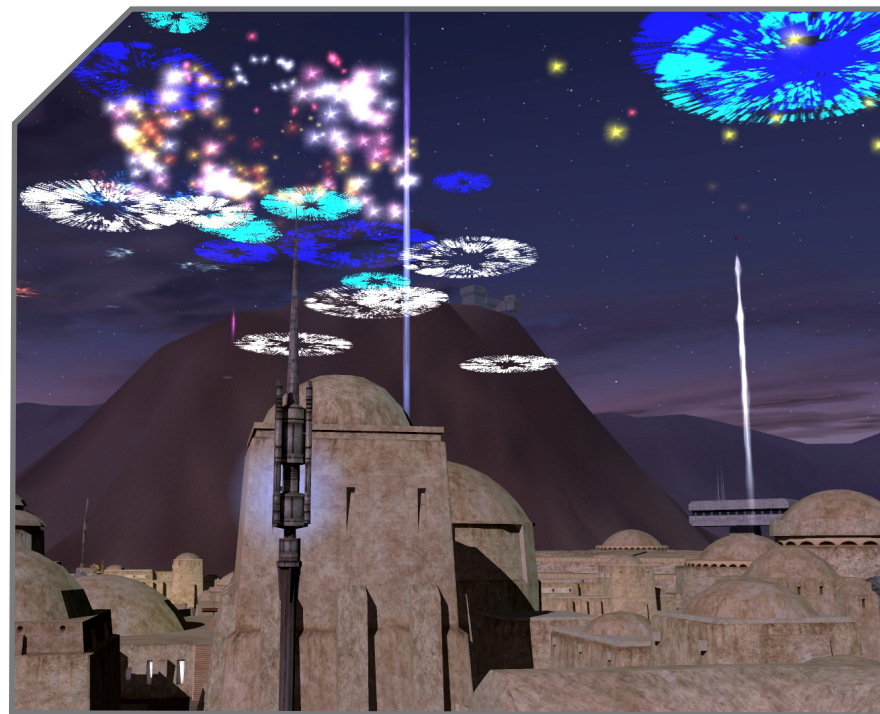




THE END

An unknown and unknowable mystery still haunted the dark lord's eyes, and the people realized victory could not heal the hurt they saw there. The Rebellion was finished, but conflict, fear, and hate had not vanished as expected with its demise. Hate lingered, like a foul stench in the air. Fear stood by, like Vader's gloved fist. And conflict... The people soon learned the galaxy would never know peace.

The Lords of the Sith would rule forever, and despair.

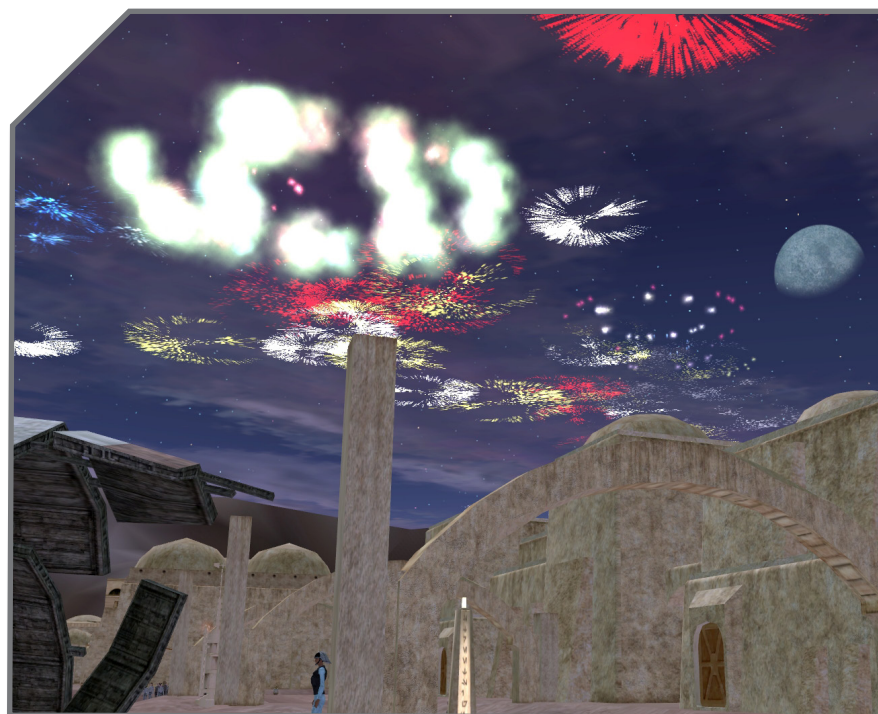




THE END

REBEL VICTORY

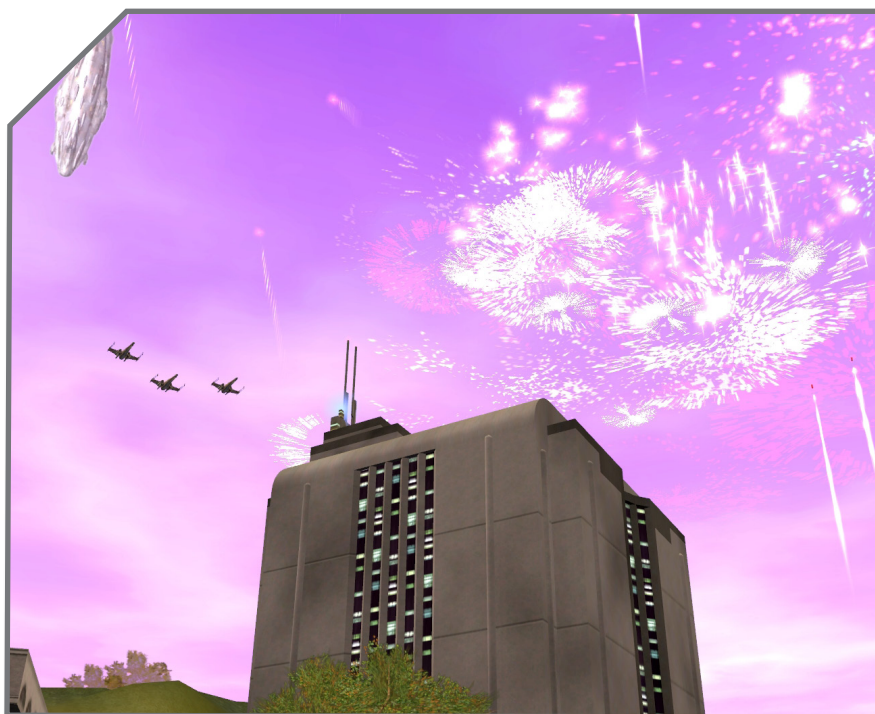
In the galaxies of Bria, Chimaera, Eclipse, FarStar, Flurry, Gorath, Radiant, Shadowfire, and Starsider, the Rebellion defeated the Empire. Victories came in small pieces at first, as friends helped friends overcome the enemy. Little by little, the tide turned. With a Death Star nearly operational at Endor and the whole of the Imperial Fleet dispatched throughout the galaxy, impossible odds threatened to overwhelm even the bravest in the Rebellion.





THE END

Even so, no one surrendered. No one turned back. In what they took to be their moment of triumph, the Empire's forces lost critical battles over Naboo and then Corellia, and were forced into retreat. Battlefields that had raged with carnage for years suddenly grew quiet as the last Imperial fell, or ran, or came back to the light. Rebel pilots took their chances and launched themselves at the Death Star and with luck, if there is such a thing, brought the Death Star down.

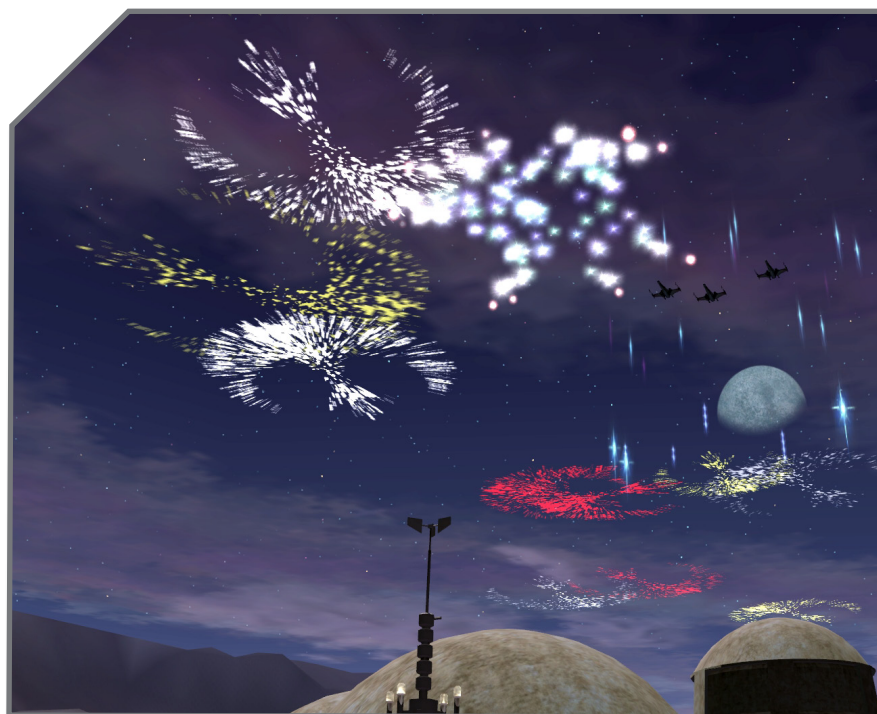
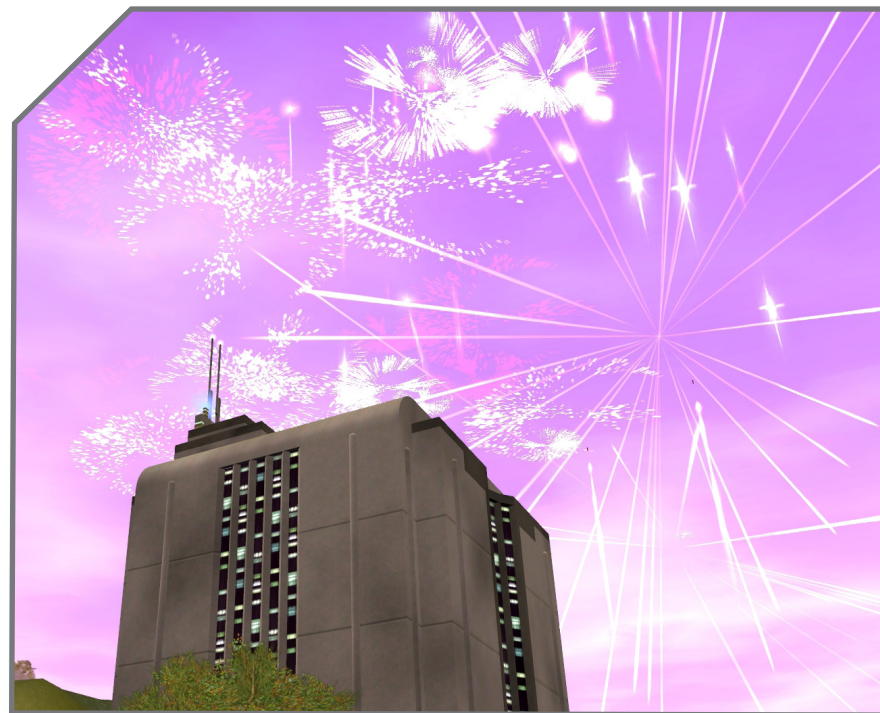




THE END

The explosions marking the Empire's end could be seen across the galaxy in the skies above the planets, and the celebrations that followed were unmatched. Peace reigned as Star Destroyers and dark lords became memories of another era, of a time long past, of galaxies long gone.

Gone, but not forgotten.





FAREWELL

Looking back on *Star Wars* Galaxies and all these years I am so thankful for being able to be a part of the *Star Wars* Galaxies community both as the Producer and as a fan. It would not have been the incredible experience that it was without you, the players and fans, the dedicated team of people who worked on it over the years and the fantastic *Star Wars*® galaxy itself, which offered us a very unique and compelling place to explore, fight, play, make friends, and build our homes.

This is a book of memories, so let me start with a few of my own.

When I was a little boy, my father brought me to the movies to see a new science fiction film that he heard was pretty good. What I remembered most was the feeling of awe I had back then, and still feel to this day. Once I had experienced *Star Wars*, my life would never be the same again. In May of 2004, I walked into the office at Sony Online Entertainment to start a new job working on a game based on the very same story that had amazed me in my youth. Cool! I was very excited. All I wanted to do then was learn how this thing worked, and I spent the next seven years doing just that. I can say that not a day passed in the development of *Star Wars* Galaxies where I didn't learn something new. Each day presented different challenges and solving them was always a rewarding accomplishment. It is everyone's hope to find a job that you look forward to each and every day. Being a developer on *Star Wars* Galaxies was just that kind of job for me.



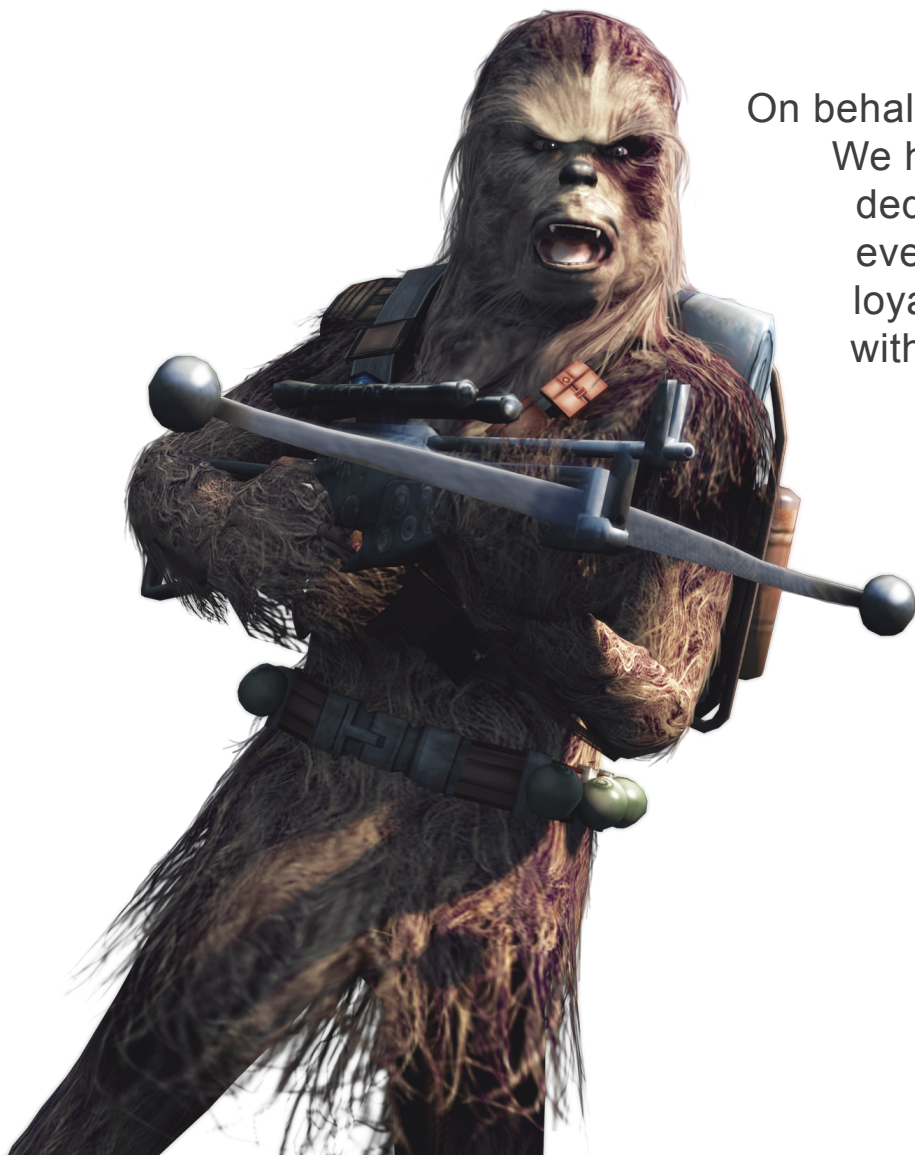


Star Wars means something different to each of us. That's why we played *Star Wars* Galaxies. On June 26th, 2003, SOE and LucasArts released *Star Wars* Galaxies and, for the first time, you could play online with your friends in the *Star Wars* universe. I was amazed at how much there was to do in the game — player housing, crafting, entertaining, combat, and more. One of the most exciting times for all of us on the team was the launch of the Jump to Lightspeed expansion, which let players fly and battle it out in space in a true 3D simulation. Now we could all truly live out our *Star Wars* fantasies. It was like being a kid again.

Giving players a chance to live out that *Star Wars* fantasy has been the best part of the job. Some of my favorite memories include fighting Imperial forces on Hoth in the Battle of Echo Base, seeing those first player-created quests in the Chronicle Master System, fighting the undead in the Death Troopers update and, probably best of all, taking part in invasions and actually getting to make a difference for my faction in the Galactic Civil War.



From my first day to the last, *Star Wars Galaxies* was, and will always be, a meaningful and memorable part of my life, an experience I'll treasure and share with anyone who wants to hear a good story. It has been an honor to take this journey with you, the community and all of the team members who have made *Star Wars Galaxies* such an awesome game.



On behalf of the *Star Wars Galaxies* team, thank you. We have truly enjoyed getting to know you — our dedicated players — over the years. From in-game events to Fan Faires, we appreciate your continued loyalty and support. It would not have been possible without you.

May the Force be with you. Always.

Tony "Teesquared" Tyson



CREDITS

Working on the *Star Wars* Galaxies Memory Book has been a labor of love, and none of it would have been possible without the hard work, creativity, dedication, and support of everyone involved. On behalf of all those lucky enough to have ever worked on or played *Star Wars* Galaxies, thank you for never accepting good enough. Thank you for doing everything possible to make this special keepsake for our players.

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